A NEWSFIELD PUBLICATION
No.88 MAY 1991
MAGAZINE AND CASSETTE
£1.85

CRASH

SINCLAIR SPECTRUM GAMES



IF YOU OWN A SINCLAIR SPECCY YOU NEED THIS MAG!

EXCLUSIVE REVIEW!

Denton Designs' slime-busting smash!

WRECKERS

from Audiogenic

On your thrill packed POWERTAPE this month...

- **TOUR DE FORCE** Complete game!
- **DARK STAR** Complete game!
- **HEROQUEST** Fully playable demo!
- **BUTCH HARD GUY** Complete game!
- **COUNTDOWN TO THE DEATH** Complete game!
- **POKEMANIA** Pokes on tape!

If your tape isn't here ask your newsie where it is!

WHATTA GOB!
ThunderJaws preview and brill poster inside!!

SCOOP! Dizzy's back in PANIC DIZZY!

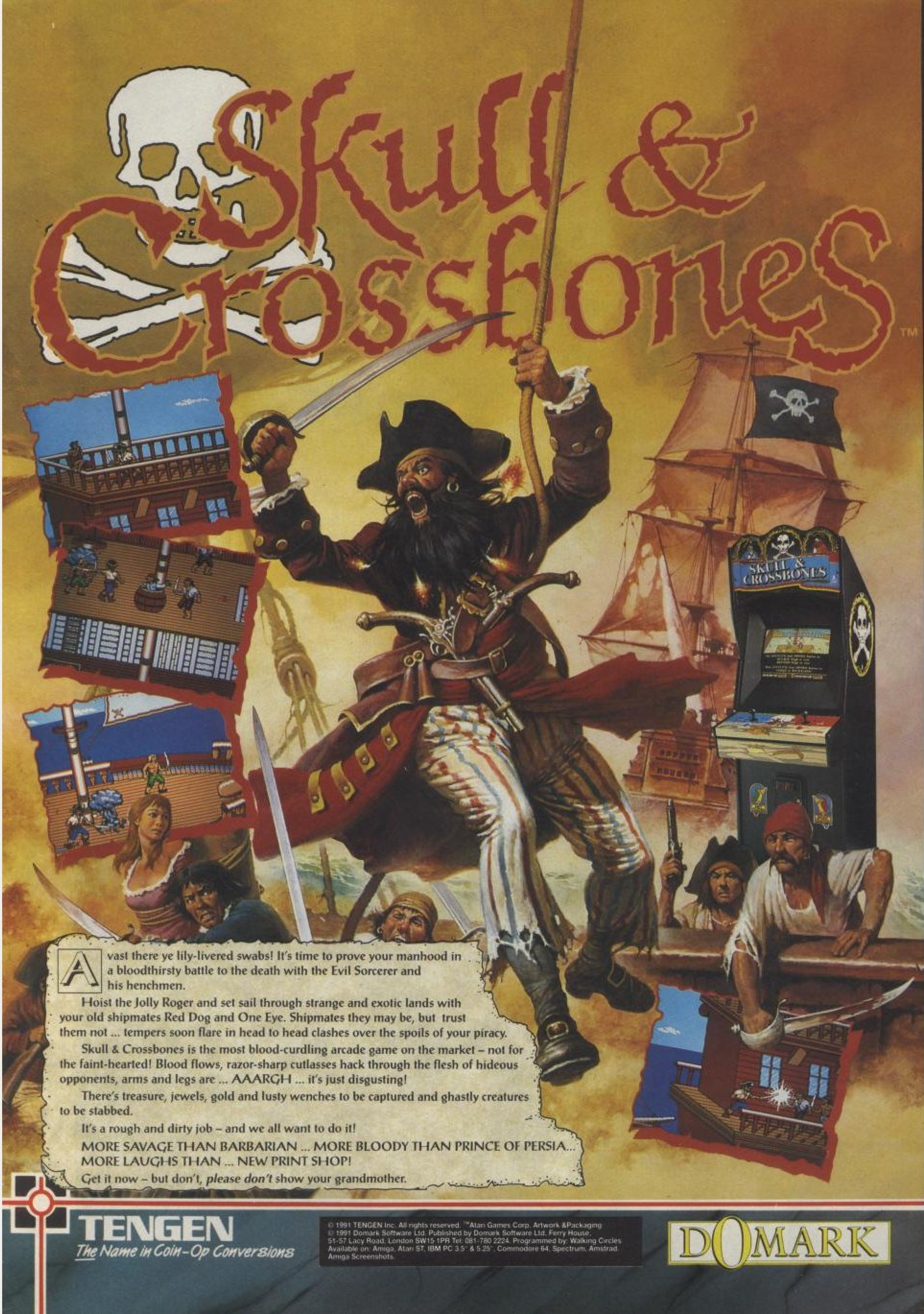
SENSATIONAL! GAMES, POKES AND A DEMO! MORE ACTION THAN EVER!!

GAMES!!! PREDATOR 2! SCOOBY DOO & SCRAPPY DOO! SEYMOUR GOES TO HOLLYWOOD! SUPER MONACO GP! SKULL & CROSSBONES! 3D CONSTRUCTION KIT! MYSTICAL! SQUASH! SLIGHTLY MAGIC! CHAMPIONSHIP RUN! AND MORE!

WIN! WIN! WIN!
SUPER TRENDY SNEAKERS!
A RADIO CONTROLLED TOYOTA CELICA CAR!
AND GAMES, GAMES, GAMES!!!

05
9 770954 866038


GOING OVE
NARC The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.
You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!
CHASE H.Q. II
The Arcade thriller takes you from the bright lights of Paris to the rugged terrain of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals. It's FASTER - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen.
The extra features will leave you gasping for extended play weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!
reality
Experie
nightm
assasi
You're
You mu
missio
futuris
captur
compli
© 1990 C
FOR THE BEST IN SC
PLAYER STANDBY
AVAILABLE FOR YOUR : SPECTRUM . AMSTRAD
COMMODORE . AMIGA . ATARI ST


Skull & Crossbones™
SKULL & CROSSBONES
A vast there ye lily-livered swabs! It's time to prove your manhood in a bloodthirsty battle to the death with the Evil Sorcerer and his henchmen.
Hoist the Jolly Roger and set sail through strange and exotic lands with your old shipmates Red Dog and One Eye. Shipmates they may be, but trust them not ... tempers soon flare in head to head clashes over the spoils of your piracy.
Skull & Crossbones is the most blood-curdling arcade game on the market – not for the faint-hearted! Blood flows, razor-sharp cutlasses hack through the flesh of hideous opponents, arms and legs are ... AAARGH ... it's just disgusting!
There's treasure, jewels, gold and lusty wenches to be captured and ghastly creatures to be stabbed.
It's a rough and dirty job – and we all want to do it!
MORE SAVAGE THAN BARBARIAN ... MORE BLOODY THAN PRINCE OF PERSIA...
MORE LAUGHS THAN ... NEW PRINT SHOP!
Get it now – but don't, *please don't* show your grandmother.
TENGEN
The Name in Coin-Op Conversions
© 1991 TENGEN Inc. All rights reserved. ™Atari Games Corp. Artwork &Packaging © 1991 Domark Software Ltd. Published by Domark Software Ltd. Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 081-780 2224. Programmed by: Walking Circles Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25", Commodore 64, Spectrum, Amstrad. Amiga Screenshots.
DOMARK

CRASH

CONTENTS

GAME *thrills*

ROCK ON!

Here we go again for another thrill-packed ride on the rollercoaster of Speccy software. Quantity may be a bit down but quality certainly isn't: Two exceptional Speccy products made it into the office this month — check out the wonders of Domark's *3D Construction Kit* and we welcome Denton Designs, one of the Speccy's hottest development teams, back into action with their great action adventure *Wreckers*. Then there's the action on the Powertape with a brilliant mix of game styles with everything from action to adventure. Plus, you've got a collectors' edition of GAMES-X, the latest British games mag. And just wait until you hear about next month's fabby issue — whizz over to the backpage for more details. All in all, CRASH is a birrova first class ticket on the groovy train, wouldn't you say viewers?!

THRILLS ON TAPE

Where to find the action!

SIDE A
Tour de Force
Dark Star
HeroQuest demo

SIDE B
Butch Hard Guy
Countdown to the Death
Pokemania

Check the inlay for loading instructions.



Should you tape prove faulty, send it in its box to:
NEWSFIELD, CRASH TAPE CLINIC MAY (88), Ludlow, Shropshire SY8 1JW.
A healthy Powertape will wing its way back to you!

Tour De Force

● Pedal power from Gremlin!

Here's a game that takes you for the ride of your life! Jump onto your racing bike and head across the continents of the world! Bum in the air, head down, you pedal over a variety of courses, competing against the clock and ten other competitors.

But this cycling extravaganza is not just a simple matter of athletic prowess and saddle soreness — the course is full of obstructions and unsportsmanlike people who want you and your bike up-ended and temporarily out of the race, which isn't very nice.

From the road's surface pop barriers and obtrusive posts; coiled snakes strike; squat sumo wrestlers block the highway(!) and groups of thugs shuffle from roadside to roadside.

Ramps also obstruct the way ahead but can be used to leap over obstacles and whizz you ahead of the competition. But if you have three crashes you're out of the race for good.

Your position is shown on a map below the main, horizontally-scrolling course screen. And your placing is vital, for only by winning a stage of the race can you move on to the next, held in a far distant country. So you must concentrate on speed, avoid the obstacles and abandon the few moral scruples that you have by taking other riders off with some choice jostling.

But bike racing is hot and thirsty work. To finish the race on a bike rather than a stretcher you'll have to take on drinks by directing the bike through the bottles, glasses and casks that stand on the Tarmac. A countdown at the bottom of the screen shows how you're doing for time, and hurry up because now you've drunk all that juice you're bursting for a wee!!

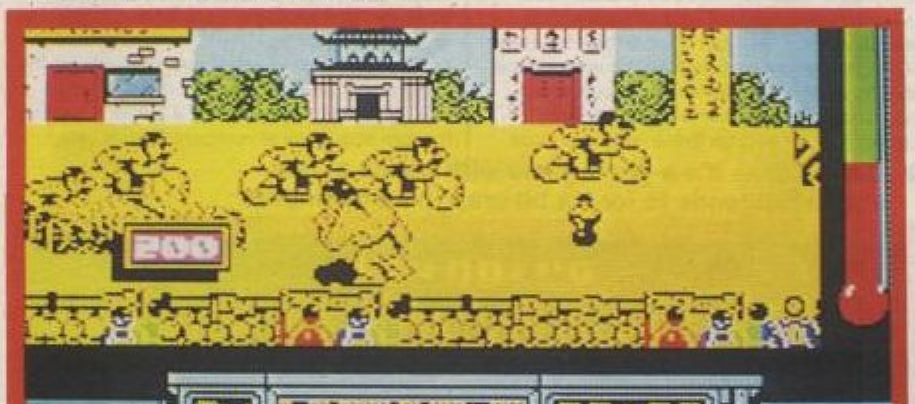
CONTROLS

Slam (well, don't slam, just 'gently put') a joystick into a Kempston or Sinclair interface. Alternatively, use the keys, which are: **1**,**Q**/up, **A**,**Z**/down, **H**,**J**,**K**/left (brake), **L**/right (accelerate), **ENTER**,**SPACE**,**B**,**N**,**M** /jump and kick, **P**/pause, FIRE & UP/kick up, FIRE & DOWN/kick down and FIRE & RIGHT/jump.

● ITEMS TO COLLECT

RUSSIA ■ Vodka and bread
AMERICA ■ Burger and Coke
ISRAEL ■ Sheep's eyes and goats' milk
FRANCE ■ Snails, croissants and wine
JAPAN ■ Rice and Saki

● Is that fat Sumo geezer going to nobble your chances in *Tour De Force*?



GAME *thrills*

DARK STAR

● It's a spooky classic from Design Design!

Galaxy liberation, ahoy! The Evil Lord's tyrannical empire has invaded the Dark Star galaxy and it's up to you to sort him out. To achieve this you have to wipe out all the enemy's military centres on the planets (easy peasy lemon squeezy)...

Cripes! You should see the original inlay instructions for this game — 'highly detailed' is an understatement — they wibble along for about 1,200 words! Yoiks! Listen to this: 'The Liar's battle computer generates a real time display on your screen which shows all the activity in your immediate vicinity.' This means, look at the screen and you'll see what's happening. Useful instruction, eh? So, here are a pair of scissors, time to perform a bit of cutting down (*sniiiiiiiip!*).

Okay, here's what you do. *Dark Star* is basically a 3D vector graphics blast-'em-up. You're in the Dark Star galaxy which is divided into a 16 by 16 grid of sectors from which you have to forcibly evict the alien forces. You're seated in a zippy space craft called the Liar(?) and, to put it simply, you're objective is to fly around the universe shooting anything that moves. If it doesn't move, shoot it anyway. If it's square, fly through it. Erm, there's a little bit more to it than that, though...

The action takes place over three different areas, deepest space, hyperspace (accessed through warp gates — rotating yellow squares) and on the surface of many planets. When all the planets in a sector have been cleared of aliens, using the warp gates takes you into another sector.

In space, alien fighters swoop onto you, firing plasma bolts — they find it easy to lock-on so flying in a straight line for too long is best avoided. You can retaliate by aiming your crosshairs and pressing fire, unleashing a plasma bolt. Shield energy is increased by flying through blue squares (energy concentrations).

Yellow warp gate squares have four opening and shutting sections which allows you to hyperspace north, south, east or west. While you're travelling through hyperspace you have to fly through a series of squares which form a winding tunnel; breaking through it puts a heavy load on your shields.

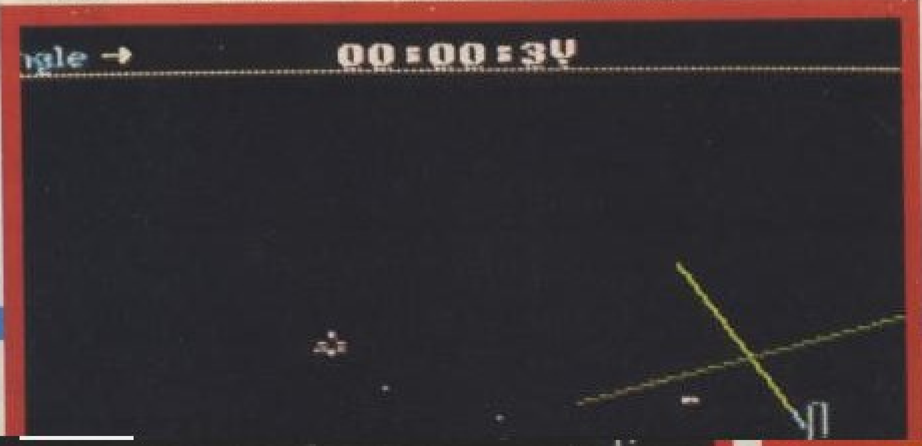
Landing on a planet is dead easy: as you see one approaching, simply fly straight at it and you'll land automatically. Each planet's surface is packed with enemy-occupied towers which pump laser death in your direction. Shoot directly at the towers to destroy them. Force fields can cause havoc if flown through; however, there are small openings to fly through which won't drain your energy.

Enemy bases are hidden in a ring of defences and are protected by three towers. You can't leave a planet until all bases have been destroyed (you can disable this feature at the beginning of the game). Fuel dumps on the planet's surface consist of energy concentrations and you can increase your energy by guiding the Liar through these. However, look out for the armed towers. Enemy spaceports are defended by both towers and enemy ships and they're tough to destroy, but it's not necessary to destroy these before leaving a planet. To re-enter space fly at maximum speed and maximum height and away you go!

Pressing **1** brings up a map displaying your position. On a planet it shows bases, fuel dumps, space ports and so on; in space, it shows where enemy forces are concentrated and whether they're lightly or heavily defended. The Liar's position and direction is shown by a white arrow. That's about it, but don't be surprised to discover something new when you can master the game!

IN THE DARK?

Then check out the controls! Thankfully, on keyboard they're redefinable (left, right, up, down, accelerate, decelerate, fire) and the game automatically senses if you're using a joystick, but you'll still need the keyboard for acceleration and deceleration. However, **Design Design** don't recommend playing *Dark Star* with a joystick. The only keys that can't be redefined are **1** (map call up) and **3** and **4** (press together to quit game). There's loads of information in the presentation screens — have a good check through before playing.



● *Dark Star* — **it's a great game with heaps of fast action but tends to look a bit crap in a screenshot**

EXCLUSIVE PLAYABLE DEMO!

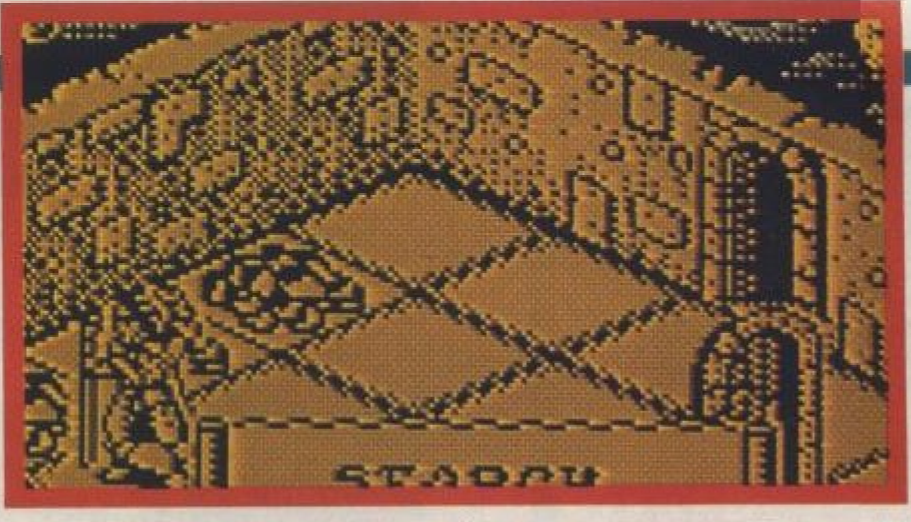
HEROQUEST

● Gremlin's magical adventure

Prepare to be drawn into a world of monsters, magic and mayhem where only the pluckiest hero can survive the dangerous quest that awaits! It's Gremlin's CRASH Smashed *HeroQuest* game and here's a special adventure for you to play!

The quest featured in this demo is the first from the game. Called The Maze, it tests your exploration and mapping skills as you guide the four characters (Wizard, Elf, Dwarf and Barbarian) through the rooms to locate the spiral staircase which leads them to freedom. This is a simplified quest — to experience the real excitement of the many monsters, traps, treasures and strategies, you'll have to pop out and buy the game!

The first job is to select sets of spells for the Wizard and the Elf. Once this is done you're into the quest. At the start of a player's turn, a random sequence of numbers flashes in the top left-hand corner. Press fire to stop it and the number displayed corresponds to the amount of moves you're allowed to make during that turn. An arrow cursor now appears — you use this to highlight and select the icons using the up, down, left, right keys.



ICONS

Directional Arrows Selecting an arrow moves the player one step in that direction, provided there isn't an object in the way or there are no more moves available. Alternatively, selecting a floor tile in the current room that's in line with the player allows one or more steps to be taken.

Key This opens any door you're standing next to.

Map This displays a map of the entire dungeon. By moving the pointer over a symbol a message informs you what it represents. Press fire to return to the game screen.

Next Player Hit this to end your current go.

Eye This lets you search the current room. When selected a menu appears. Select whether to search for hidden doors, traps or treasure. You can't search when there's a monster in the room.

Rucksack When selected your current inventory is displayed. Selecting EXIT returns you to the game. The inventory allows you to highlight items you wish to wear or use. A selected potion takes immediate effect. Quest treasure is found throughout the game. If no weapon is highlighted or you have no weapons then combat is hand-to-hand. Several items of armour can be worn at the same time, but certain combinations, such as plate armour and chain mail, can't. If you're in possession of a toolkit and it's selected then any trap next to the player is removed. The Wizard and Elf can cast spells from the inventory. When a spell is selected the display changes to the map from which you can highlight a player or monster to cast the spell on.

Sword This engages combat mode. The display changes to the map and you choose a monster to attack. There are two options on the bottom of the screen: Weapon allows you to select a weapon (cool!) and Cancel exits from the fight sequence without attacking. When a monster has been chosen the display changes to a fight screen where the outcome is shown.

HEROIC CONTROLS

Control your four heroes using either joystick or keys. You can plug a 'stick into either Kempston or Sinclair interfaces but if you want to stick to keys, put your fingers on: **O**/up, **K**/down, **Z**/left, **X**/right, **SPACE**/fire.

BUTCH HARD GUY

● Platform fun from Playability By Design!

So, you think you're tough? Maybe you've beaten the best in the field. Maybe you're battle-hardened by action with commandos. But if you haven't met Butch Hard Guy, you don't know how tough tough can be! This is the guy that makes 'Nam seen like a Sunday school outing and makes Rambo look like Mary Poppins! This is Butch Hard Guy!! Golly!

The object of the game is to guide Butch through 20 hazardous screens in order to free the war veterans held captive by the evil Dr Tie Fu. Speed, skill and cunning are Butch's weapons and must be used to the full if he's to survive the attack Fu has prepared. His lethal army of droids guard the prison camps and patrol them vigorously.

To defeat the enemy Butch has a range of kicking and jumping moves at his disposal — punching droids in the middle makes them fall over, sit down and switch off for a minute, but then they're back on their feet. To destroy a droid, he has to smash it in the face then get out of the way quick, or Butch is engulfed in the explosion!

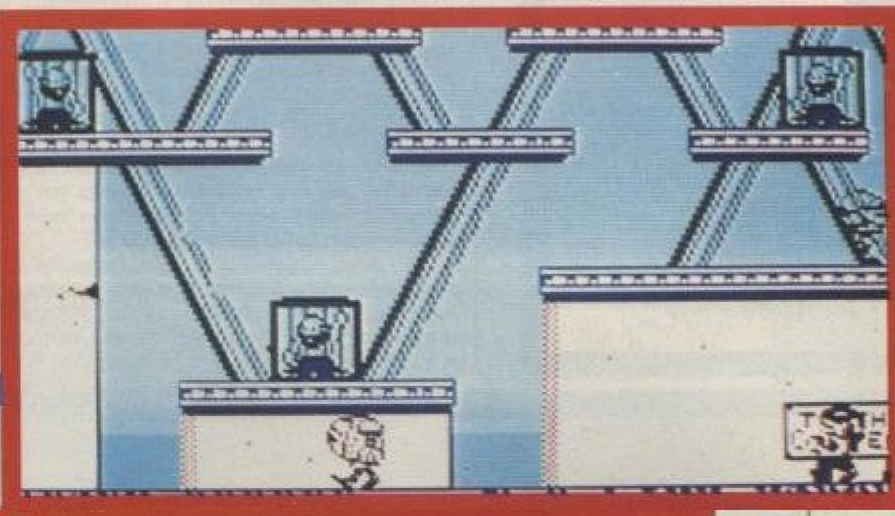
The touch of the robots is deadly and colliding with one destroys one of Butch's lives. Butch is an athletic chap and can perform high somersaults that take him whizzing over the droids and onto a nearby platform.

The prisoners are held in cages and to free them Butch has to punch the sides of the cage in. The prisoners automatically make a run for it but should any of the guardian droids catch them as they escape then it's back to their cages! Shame...

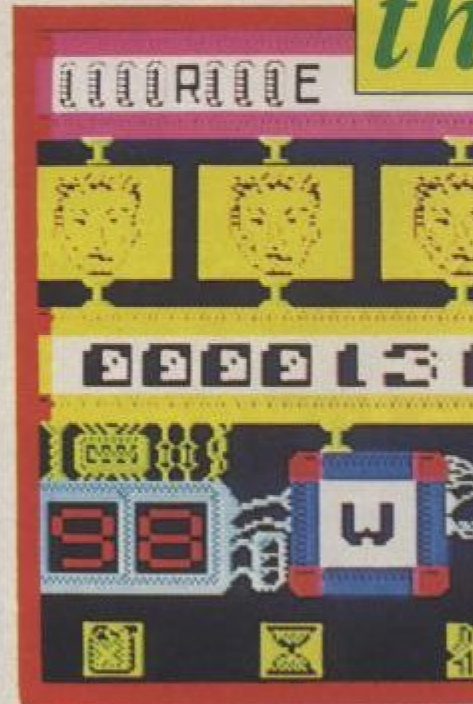
IT'S THAT HARD!!

Indeed, it's a toughie, but it helps if you know the controls, which are redefinable on keyboard and the joystick option is open if you have a Kempston or Cursor interface! Butch can walk left or right, perform a small jump straight up, diagonally left or diagonally right. Holding down fire while pushing left or right gets Butch punching and holding down fire while doing any of the jump movements gives Butch a double somersault to get him on the platforms.

● **He's butch, he's hard and he's at the bottom right-hand corner of the screen being particularly useless**



GAME *thrills*



COUNTDOWN TO THE DEATH

● **Corking magi-mix gameplay action!!**

Brazil seems such a nice place, doesn't it viewers? Home of a swingorilliant carnival, yummy nuts, gorgeous coffee and, erm, that's about it really. Except, it isn't! Because there's a flipping genius out there too and he's called Mario De Paula Leite Gouvea and he's written this spanky game which is packed with lots of other games! Spooky, eh?

It is, indeed, a magi-mix (nay, pot pouri) of games action. In *Countdown to the Death* you're up against many different mini-games as you fight to hang on to your three lives. Let's have a look at what you're playing...

● **HANGMAN**

This is the first game, from where all the other games open up. Everyone already knows how to play this. Select a letter by pressing the appropriate key on the keyboard. If it's in the mystery word, the letter appears, if it doesn't then it's the hangman for you. In this, no noose is good news (Oh dear... —Ed).

● **BONUS MACHINE**

Complete a Hangman game and the bonus fruit machines appear in the right-hand side panel. Press fire to stop each one and hope for the best!

● **BAT AND BALL**

Break Out, Thro' the Wall, call it what you like. Wibble your bat along the bottom of the screen so the ball always bounces off it and flies up into the screen destroying the multi-coloured blocks. There are three balls at your disposal and you get a bonus for each one left at the end of the game.

● **MEMORY**

Over on the right-hand side panel two decks of cards appear face down. Turn one from the top deck over and then select one from the bottom deck to find its match. Do that with all the cards and you're a winner!

● **REPEAT IT**

The right-hand side panel lights up again with four different coloured faces which flash in a random sequence. Use the control keys to choose a face and then fire to activate exactly the same sequence as you've just seen. It's pretty impossible...

There might even be more some more mystery games hidden away in there — it's up to you to find them!

CONTROLS

Keyboard controls are definable and you can use a joystick as long as it's plugged into a Sin-

WHO THE JIGGINS IS MARIO DE PAULA LEITE GOUVEA??!?!

(And just how do you pronounce it, for that matter!)

Mario comes from Brazil and is 19 years old. He started computing in 1986 when his grandmother gave him a Brazilian ZX81 clone and then he bought another(!) ZX81 clone and a Brazilian computer, the MC1000 (which is a sort of cross between a Apple II and a TRS-80 with a AY3-8810 sound chip) and finally in 1987 he bought a 48K Spectrum (hurrah!). His father gave him a Plus D Disk interface and 3.5 inch disk drive. *Countdown to the Death* began as a Hangman game written in BASIC but as he learnt machine code *Countdown to the Death* became the magi-mix of game styles it is today! He's currently working on an arcade adventure program, in-between studying electronic engineering at Mackenzie University in San Pauloand, Brazil, using computers that nobody's ever heard of (well, does A/VAX 3600 and a S660AND with a Delstation 3100 mean anything to you?).

POKEMANIA!

There are plenty of tips on tape this month! Find out what **Graham 'Turbo' Mason** has lined up for you this month in **DJ Nicko's Tips** beginning on page **31**!

DON'T FORGET! YOUR GAME COULD BE ON THE CRASH POWERTAPE!

(And earn you a bit of dosh!)

Instant fame could be yours if you've written a Speccy game that's up to Powertape standard. Yes, were on the hunt for the best games from the creative talents of CRASH readers. There've been loads of excellent games that have appeared on the tape over the past few months — classics such as *Egghead 2*, *Shuriken*, *Talking Hedz*, *Solaris* and many, many more! Breaking into the glamourous world ('hem 'hem) of Speccy publishing couldn't be easier! Just send us your game on cassette or disk, with a letter explaining the gameplay, and if it passes the reviewers' tests we'll put it on the Powertape! The address is: NEWSFIELD, CRASH POWERTAPE DEPT, LUDLOW, SHROPSHIRE SY8 1JW. Don't forget to include the Powertape form — see page 19 of this issue — without one we won't even sniff your entry!

IN CRYSTAL COLLECTION INFOGRAMES PRESENTS

The light corridor

« The echo of lights on the walls of silence »



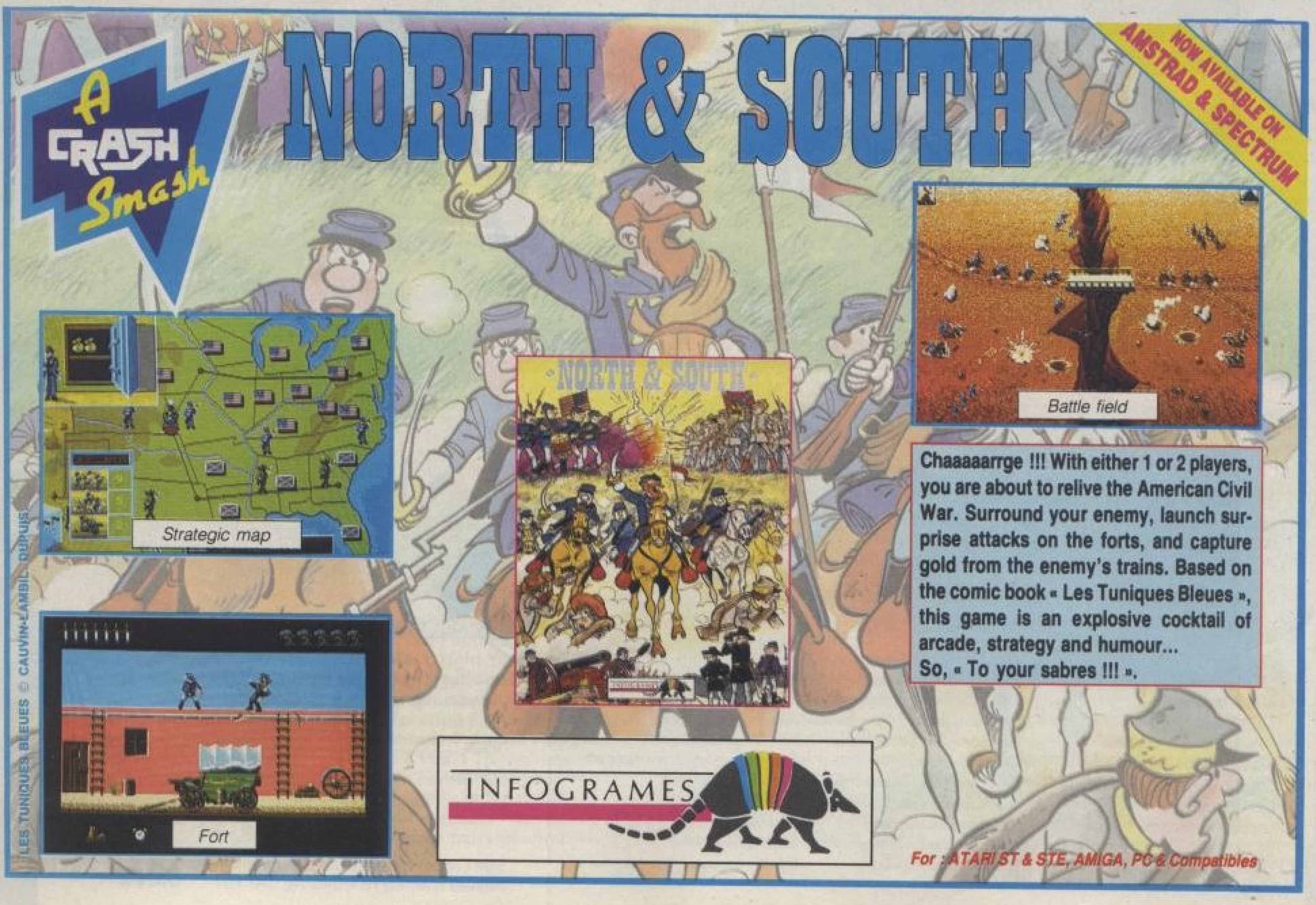


Travel at light speed, capture the colours rays and reach the ultimate challenge : illuminate the stars again in a newborn universe !

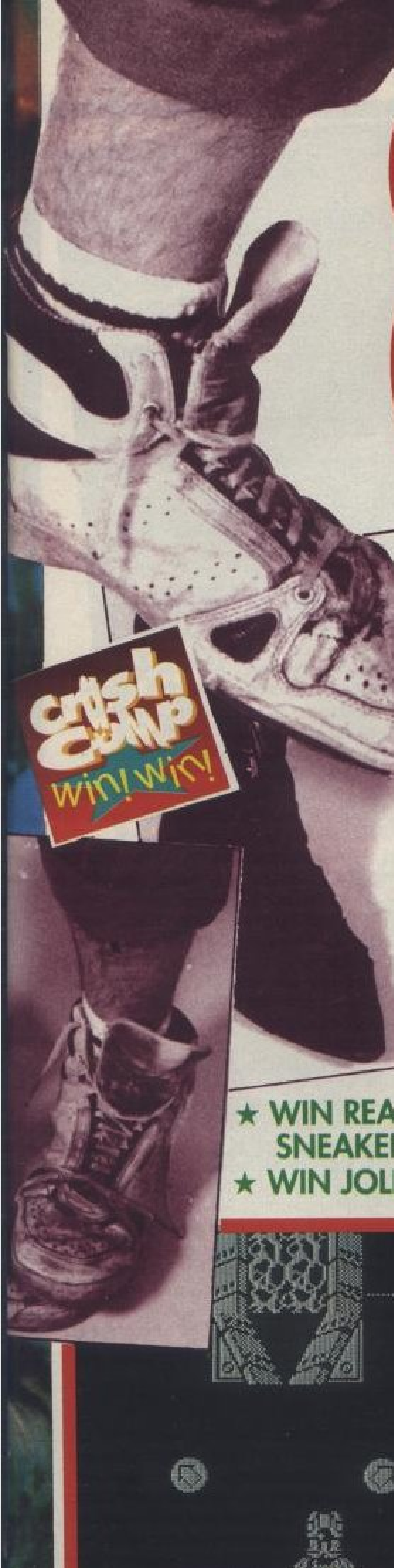
- ▲ UNIVERSE IN 3D
- ▲ NUMEROUS CHALLENGES
- ▲ 50 STAGES
- ▲ SCREEN EDITOR
- ▲ 1 OR 2 PLAYERS
- ▲ UNIQUE GAME PLAY
- ▲ 100 % DIZZINESS

INFOGRAMES

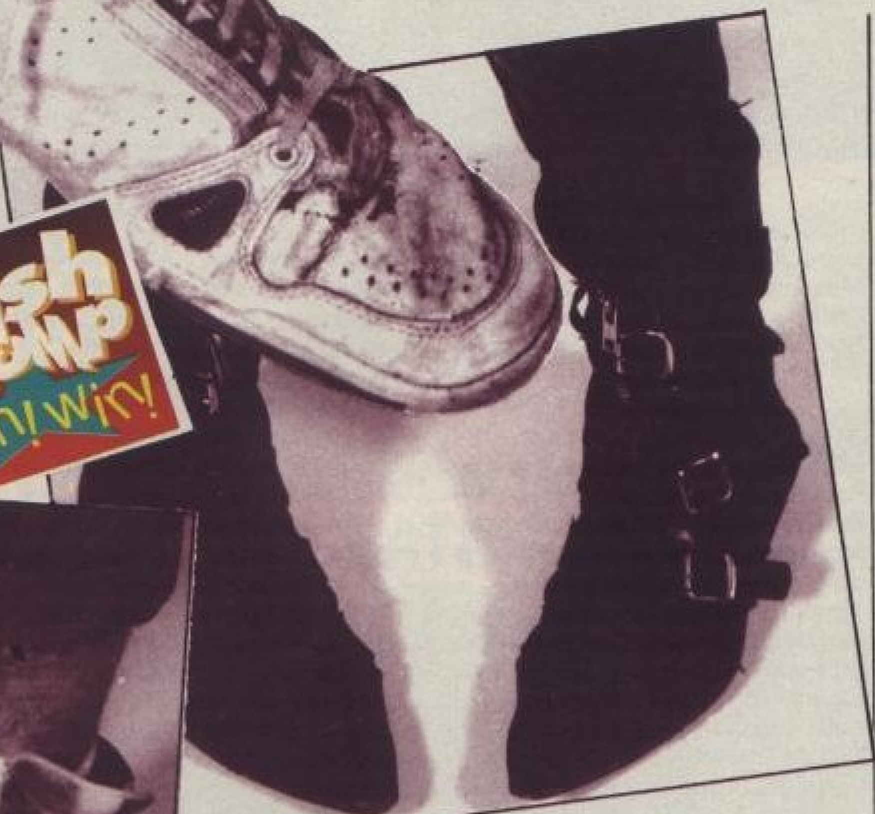
Available on ATARI ST-STE, AMIGA, PC & compatibles




THE SAM MISSION
STARDATE...DECEMBER 1990...
Co-ordinates set for mission launch....
SAM Coupé in 70 UK shops....
STARDATE...JANUARY 1991...
Launch of 1Mb memory expansion,
SAMbus and MasterDOS....
STARDATE...MARCH 1991...
Coupé sighted in Poland, Portugal, Denmark....
"The Messenger" opens new Spectrum/SAM relationship.
PRIORITY ONE MESSAGE...
SAM COUPÉ WITH 1 DRIVE
NOW £199.95
256K Memory - 780K Disk Space - 128 Colours - 6 Channel, 8 Octave Stereo Sound - Flash Art Package - Disk Utilities - Mouse Port - Joystick Port - Light Pen Port and Midi all included - Suitable for T.V. or Monitor.
...CONTACT MISSION CONTROL FOR LATEST PD SOFTWARE NEWS...
LATEST SIGHTINGS:
Klax, Escape from the Planet of the Robot Monsters, Midi Sequencer, Quizball....
Pipe mania



GET A KIXX OUTTA THIS!



★ WIN REALLY TRENDY SNEAKERS!!
★ WIN JOLLY SPIFFY GAMES!!!



Hey you! Are you 'street tough'? Are you acquainted with a particular 'posse'? Maybe you have cheekbones from hell and call yourself Almond Sorbet? Do you cook MCs like a pound of bacon? Or do you prefer to grill them lightly under a gentle flame?

Whatever the case there's only one way to measure somebody's street cred and that's to look at their feet. Ugh! Yeeeeeech! Well, no (let's try it again with socks and shoes on, shall we?). Are you sporting a pair or Nike 180s or Reeboks? Would you like some? Yes?! Thought as much. So, it's just as well you're reading this brilliant compo from budget software house Kixx, who have three pairs of completely dude-like sneakers to give away! Coo!

SOMETHING'S A FOOT

Let's have a look around the CRASH office and see what street tough footwear abounds...

Big Ed Richard, what's on your feet? 'Erm, Nike boots! Gerrroovy, huh?' Sure they're Nike? (puts on specs) 'Yes, yes, Nike — look here — N-i-c-k-s. Oh. What? Nicks? Anyone heard of them? They're not very street cred at all? Um. I thought £10.99 for a pair of Nikes was a tad on the bargain side.' Crap, eh?

DJ Nicko, eternal hunk of the month and general all-round 'nice' guy, what's on your feet? 'These!' Oh they are *smart* ('hem, 'hem), a nice pair of imitation leather, black and shiny Freeman Hardy Willis specials. £7.99 in the sales? A bargain (snigger).

How about Woz? (Have you met Woz? Probably not. Woz, full name Warren Lapworth, is CRASH's helper-outer on the subbing side. Complete long-haired hippy, sci-fi spack head.) On Woz's feet are a particularly unimpressive pair of leather boots, sort of punk-ish with chains and buckles all over the shop. Ten points for bravery, minus several million for being a fashion guru.

And Mark, can you save the CRASH team's cred. 'Well, sort of. Pair of Puma boots.' Not bad, but still not *le chic*.

CAN WE GET TO THE POINT, PLEASE?

Right, yes (sorry, sorry), trendy sneakers are a must. Kixx have three pairs to give away. Fine. Why? Oh, basically because Kixx games are completely spiffy, being, as they are, rereleases from Britain's top software houses like US Gold, Gremlin, Activision (RIP) and Palace at a barg-like price of £3.99!

And what delights have Kixx lined up in their latest batch of releases? There's *Forgotten Worlds* (a CRASH Smash from yesteryear), *Gary Lineker's Hot Shots*, *LED Storm* (another Smash from the past) and three new bumper packs called *Multimixes*! There's the *Leaderboard Multimix*, which features the brilliant series of *Leaderboard* golf simulations; the *Beach Head Multimix* featuring *Beach Head*, *Beach Head 2* and *Raid Over Moscow*; and finally the *Capcom Multimix* featuring *Street Fighter*, *1943*, and *Bionic Commando*!! It's brill! It's triff! And you can win one of those games!

In addition to the sneakers on offer there are 23 — *23!!* — Kixx games up for grabs too! Which means, erm, there are three first prizes of a pair of sneakers and a new Kixx title and 20 runners-up prizes of a new Kixx game. Sounds fair enough, doesn't it? To be in with a chance of winning there are five questions just waiting to be answered:

1 ● In which of the mentioned *Multimix* game packs would you find an Iron?

2 ● Kixx have a game called *Bionic Commando*, but who was The Six Million Dollar Bionic Man in the TV series?

3 ● There's a really famous brand of boots and shoes called DM's, what does DM's stand for?

4 ● There are 42 kids in a class, one-sixth of those pupils wear slip-on shoes and a fifth of the remaining amount wear sandals. How many individual laces would be needed to lace up the rest of the kids' shoes? (Tricky, eh?)

5 ● There's a Kixx game called *LED Storm*. What do the initials L.E.D. stand for if you're talking about light bulby-type things?

Write the answers to those quintet of quizzical questions on the back of a postcard (or sealed envelope) along with your name, address, postcode and shoe size to: NEWSFIELD, IF I CAN'T GET MY KIXX ON ROUTE 66 I'LL TRY THE A49 INSTEAD COMPO, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Make sure your entries reach CRASH Towers by 23 May or the only kixx you'll be getting is on your backside.

ANOTHER COMPO!!

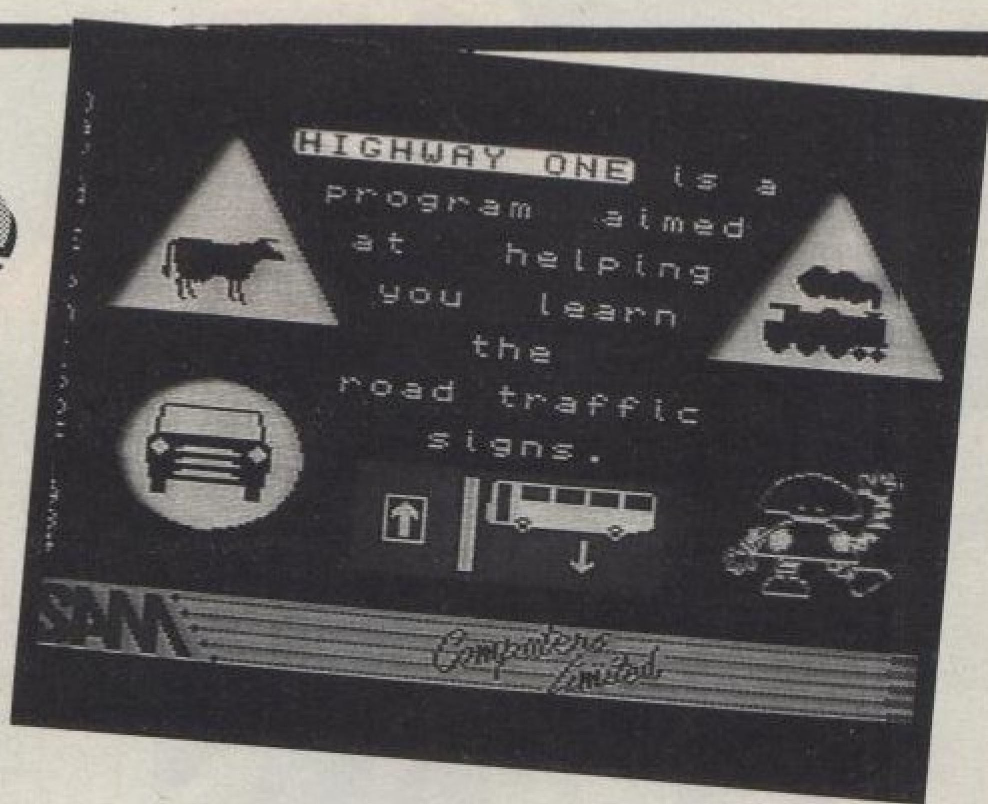
On the phone line at this very moment is another chance to win the Atari Lynx console from US Gold offered in Issue 86 — we had a few problems with the calls then so we've kept the compo open. Also up for grabs on the phone are copies of US Gold's fab game *Chip's Challenge*. The phone lines are open now and you can hear all the details simply by phoning:

0898 555 084

Calls cost 33p per minute during off-peak time and 44p per minute at all other times. If you don't pay the phone bill ask the person who does! CRASH Hotlines are brought to you by CRASH Ltd and Chatterbox Ltd.

The SAM Page





All aboard for our monthly trip down the SAM Coupé road. NICK ROBERTS is the driver so you might want to grab a crash helmet first!

SAM REVELATIONS

■ Shock! Horror! A new software house set up solely for SAM Coupé products! Yes, it's true. **Revelation** is a subsidiary of **SAM Computers** and has been set up to help supplement the software coming from **Enigma Variations**.

The first products planned for release include *Quiz Ball*, a cross between *Trivial Pursuit* and Radio 1's *Give Us A Break* (£9.95, disk only), educational software like *Highway Code* and *Spelling*, and possible conversions of the *Fun School* games. These are planned for the end of March. There's also talk of converting **Digital Integration**'s *F-16*, using the Atari ST graphics and Spectrum code.

■ **SAM Co** have also been talking with software companies in Spain with hope of converting some of their older products to SAM format. Companies like **Palace**, **Ocean**, **Mastertronic** and **Domark** were on the visiting list so we can hopefully look forward to some impressive games using the original gameplay with SAM's 128-colour graphics and stereo sound!

■ Of course, it's not just the big companies that have the potential to produce good software. Some of the PD software about it of a very high standard. This has not gone unnoticed at SAM HQ and they're interested in using the talents that have been displayed through PD to create new games. If you consider yourself a bit of a whiz at graphics, sound, machine code or even game designing, get in touch with **SAM Co**.

■ On the hardware side of things, **SAM Co** have a **lightpen** in the pipeline. The main reason for producing it is for use in conjunction with educational software. Young children would find it much easier to point to the screen with a pen rather than have to use a joystick or keys. The lightpen obviously would come in useful for art utilities, too.

The SAM **Messenger** should be making an appearance around the end of March, priced £29.95. This is a Spectrum-to-SAM interface using the same technology as the MGT +D and Disciple disk drives. It allows programs to be loaded on the Spectrum and transferred onto the SAM with ease. Using this method of loading up games you do not encounter any of the compatibility problems. The Messenger also comes in useful for incorporating the SAM into Spectrum network systems.



SERIOUSLY...

For the serious SAM users, **Lerm Software** have a couple of new products to show off. **SAMDISK** is a disk utility that any SAM Drive owner shouldn't be without. It includes all the usual disk options such as ERASE and DIR plus new ones which are exclusive to this disk. You can unerase files which you accidentally deleted, repair faults on a disk — retrieving data you thought you'd lost — and copy files from one disk to another. SAMDISK is available in two versions. The standard version is £10.99, and there's a special edition for fast disk duplication available for £19.99 which needs two disk drives.

SAM Toolkit includes **SAM Assembler 3** and is the latest in the machine code assembler line from Lerm. The source code editor is simple to use after a good read of the manual and you can soon be producing your own machine code programs. The package includes a guide to writing SAM machine code, a reverse assembler and a single-step program. I managed to write some small machine code programs using this package, so if I can do it almost anyone can! All I need now is a good machine code book to teach me all the ins and outs.

SAM Toolkit is not for the complete beginner — you do need a basic knowledge of machine code. It costs £14.50 and both the Toolkit and the SAMDISK are available from: **LERM SOFTWARE, 11 Beaconsfield Close, Whitley Bay, Tyne and Wear, NE25 9UW**

HAVE A TERMINATOR TO TEA!

More digitised demo action from **G Middleton**. This time he's plugged his Coupé into the **Terminator** and come up with a two-disk set of animation sequences to boggle your mind. There are seven digitised scenes from the film, including the best ones where Arnie rips out his eye and opens up his arm with a scalpel (don't try this at home kids!).

Each scene is made up of a total of 64 screens, making the animation smooth and a real joy to watch. Unfortunately it doesn't last long. All seven scenes added together make about one minute of animation and the long gaps between scenes are slightly tiresome.

The *Terminator animation demo* is an essential purchase for any SAM owner. You can get your copy for £5 (both disks) from: **G Middleton, 35 Victoria Mount, Horsforth, Leeds LS18 4PU**

More SAM Coupé next issue — keep sending in your stuff to: Newsfield, Nick Roberts, SAM PAGE, CRASH, Ludlow, Shropshire SY8 1JW.

LIVE CIRCUIT

Views ● News ● Comics ● Classifieds ● Winners ● Compiled by Lloyd Mangram

Before I have a good rummage through your missives this month, first a message of thanks to everyone who has written in (yes, both of you) with helpful 'How to care for a mouse' hints. However, John Reynolds of Blackpool's tips read as follows: You can spot a mouse because it has a tail and eats cheese. Brilliant, John. Strangely enough, Enor (the office rodent) not only likes cheese but also indulges in left over ham sarnies, biscuit crumbs, back issues of CRASH and live electrical cables. Anyway, the little furry fellow (or fellowess, how do you sex a mouse?) is still very much alive and well... but for how long? His life is on a counter thanks (?!) to Andy Longbottom from Hastings, who sent in a rather vicious mousetrap (not a nice thing to find at the bottom of the mail sack). More on Enor next month. Onwards, onwards. Your letters are a right old mixed bag this month with praise, criticism and a few questions. If you fancy winning the monthly prize of a £40 software voucher, get your views to: NEWSFIELD, LLOYD'S FORUM, CRASH, LUDLOW, SHROPSHIRE SY8 1JW.

SUPPORT YOUR SPECCY

Dear Lloyd
I'm writing to you to express my concerns over the Speccy Is Dead controversy. Although many Speccy owners (and others) have said that Spectrum is dead, my opinion is that it won't die for ages. Look at the amount of Speccys in Britain — hundreds of thousands, even a million of them here. Many owners can't be bothered to get a new computer, mainly because the Speccy has so much hardware and software support. People like **Datel** wouldn't bother marketing these products if there was no demand. And, because of the vast ownership of the Spectrum, it is not likely to fade out for years yet.

I personally think it will last until 1993/4 which, although many people will argue, is also the life expectancy of the Commodore 64. It may have further to go than the Speccy, who knows? And there are still far too many people owning the Speccy for software houses and the like to ignore. The Spectrum still has a vast share in the home computer industry and support will go on for as long as there is demand. If you Speccy owners are still worried then buy more Speccy games to convince the software houses that the Spectrum still has a future.
Steve Warner, Codsall, South Staffs

Good stuff, Steve. It'll be interesting to see if your views are the same as the industry's — look out for a huge survey from Britain's top software houses to discover exactly what they think of the Speccy. Where do they think it's going? How much longer are they going to continue supporting it? And will Enor be around for much longer? Those questions and more will be answered in the next issue by which time you should have a £40 software voucher for being Letter of the Month!
LM

TWO CD OR NOT?

Dear Lloyd
Regarding the **Code Masters** CD, I wondered if there are any more



coming out, as I bought the first *CD Games Pack* and thought it was such a good buy. There was talk that there were more to come. Please let me know as I would like to purchase more.
SW Weir, Stockport, Cheshire

Being as clear as mud as usual, Code Masters' Mike Clarke **said: 'It's a definite maybe. Last time dealer confidence wasn't high because a CD pack from another company didn't perform well. However, we have all the technology but there are no plans at the moment — but who knows...' Revealing, huh?
LM**

DISK DILEMMA

Dear Lloyd
I have recently purchased a Spectrum 128K. Now I'm considering attaching a disk drive to the back of it, but I'm unsure what types are compatible. Also, what are Multifaces and what are they used for? I am so confused, can you please help?
Gordon Crickshank, Nairn, Scotland

Datel **are currently producing the well known** Plus D **disk drive which is compatible with 128K Speccys. It costs £129.99 and comes with an interface and all the instructions you need. The Plus D uses 3.5 inch disks (like the ST or Amiga) which are not the same disks as the +3 Spectrum uses so don't expect to be able to buy games on 3.5 inch disks.** Romantic Robot's Multiface**s are useful hardware utilities which have the ability to freeze any program at any time and allow you to back it up, transfer between disk to tape or tape to disk, PEEK, POKE, study and modify. If you want to know more call RR on (081) 200 8870. Remember that you must not infringe any copyright laws when using the Multiface.
LM**

MONO SPECCY?

Dear Lloyd
I'm thinking of purchasing a 128K Spectrum computer but I don't know if you can plug it into a black and white television and still play the top games available for it. I haven't had a computer for 14 years and my friend owns one. I started reading **CRASH**, which is brilliant, and tested the games on my friend's 128K computer. Another mate of mine has a Commodore 64 and has tried plugging it into a black and white TV and it worked. Would this suit a 128K Spectrum or do I need a colour TV or monitor?
Robert Pearce, Blakenell, West Midlands

**No worries, Robert! You can plug any Speccy into a black and white TV; the only problem you may encounter is that some games' graphics may be difficult to see (like if there are magenta graphics on a black background)!
LM**

LOUDER!

Dear Lloyd
I wish to praise **Code Masters**. If 1991 is as successful for them as 1990, '89, and '88 were they'll be more than the greatest software house. I hope to see more of that crazy game show host, **Reggie Loud** (star of *Wacky Darts*).

However, I've not been impressed with £9.99 software. *NARC* is probably the best of 1990. Nobody ever gives **Kixx** any credit and they produce excellent games like *Monty on the Run* and *Jack the Nipper 2*.

What I'd really like to say is that the Spectrum is not dead when there's a magazine like **CRASH** to emphasise that there are loving owners. Good luck to all at **CRASH** and all at **Code Masters** and have a fab time in 1991!
Danny Fox, Sheffield

Good news, Danny! Reggie Loud, a firm fave here at CRASH **and down at** Code Masters, **has been signed up for more starring roles. There's definitely a Reggie Loud quiz game on the way and** Code Masters **were tinkering with the idea of a Reggie Loud chat show game but then decided not to bother because it'd probably end up a bit crap.
LM**

COMPILATION CRISIS!

Dear Lloyd
After building up my Spectrum games collection with compilation sets and some budget games I've been told by a sales assistant in a computer shop... 'Oh yeah, they're not the same as the original games.' Is this so? If so, why? Have I been silly in thinking differently? Or have I been trying to spread my hard-earned dosh under false pretences. The point that I'm trying to make is this: if compilation pack games are shortened or less than the original, shouldn't it be made obvious to the purchaser? I hope I haven't gained a collection of games which aren't what I expected. Please shed some light.
Phil Wain, Northampton

Next time you meet that shop assistant you can give him a good clip round the ear and say (in a very loud voice) 'You really are a clot! You really don't know what you're wibbling about, do you?!' because he (or she) is

SOFTWARE CITY

UNIT 4, B.D.C., 21 TEMPLE STREET, WOLVERHAMPTON WV2 4AN TEL: 0902 25304

Call us on: 24 Hour Credit Card Hotline 0902 25304

AMERICAN EXPRESS · VISA

SPECTRUM GAMES

BUDGET

2 PLAYER SOCCER SQUAD	(D & H) NEW	2.99
2 PLAYER SUPER LEAGUE		2.99
3-D PINBALL		2.99
4 MOST HORROR COMPILATION		2.99
4 MOST SPORT COMPILATION		2.99
750CC		2.99
1942		2.99
1943		2.99
A.T.F.(ADV. TACTICAL FIGHTER)		2.99
ACE 1		1.99
ACE 1&2		2.99
AFTERBURNER		2.99
AIRWOLF		2.99
AMERICAN FOOTBALL		2.99
ARCADE FRUIT MACHINE		2.99
ARKANOID 1 OR 2		2.99
AUSTRALIAN RULES FOOTBALL		2.99
BARBARIAN 2		3.99
BARBARIAN		2.99
BATMAN		2.99
BATMAN THE CAPED CRUSADER		2.99
BATTLESHIPS		1.99
BLINKY'S SCARY SCHOOL		2.99
BOMBJACK		2.99
BOULDERDASH 1 OR 2 OR 4		2.99
THE BOXER		2.99
BOXING MANAGER		2.99
BOXING MANAGER 2		2.99
BRITISH SUPER LEAGUE		2.99
BUGGY BOY		2.99
C.J'S ELEPHANT ANTICS		2.99
CALIFORNIA GAMES		3.99
CAULDRON 1 & 2		2.99
CHUCK YEAGER FLIGHT TRAINER		2.99
CHAMPIONSHIP GOLF		2.99
CHUCKIE EGG 1 OR 2		3.99
COMMANDO		2.99
CONTINENTAL CIRCUS		2.99
COUNTY CRICKET	(D&H)	2.99
CRAZY CARS		2.99
CUP FOOTBALL		2.99
CUP MANAGER		2.99
CYBEROID		2.99
DALEY THOMPSONS DECATHLON		2.99
DALEY THOMPSONS OLYMPIC CHALL		2.99
DALEY THOMPSONS SUPERTEST		2.99
DAN DARE 2		2.99
DEFENDERS OF THE EARTH		3.99
THE DOUBLE		2.99
DOUBLE DRAGON		2.99
DRAGONS LAIR		2.99
DRILLER		2.99
EMPIRE STRIKES BACK		2.99
EURO SOCCER CHALLENGE		2.99
FANTASY WORLD DIZZY		2.99
F1 TORNADO		2.99
FAST FOOD		2.99
FIGHTER PILOT		2.99
FIRE LORD		2.99
FIRST PAST THE POST		2.99
FOOTBALL CHAMPIONS		2.99
FOOTBALL DIRECTOR		2.99
FOOTBALLER		2.99
FOOTBALL MANAGER		2.99
FOOTBALL MANAGER 2	NEW PRICE	2.99
FOOTBALL MANAGER 2 EXPANSION		2.99
FOOTBALL MANAGER WORLD CUP		2.99
FORGOTTEN WORLDS	NEW PRICE	3.99
FORMULA ONE GRAND PRIX		1.99
FRANK BRUNO		2.99
FRUIT MACHINE SIM 2		2.99
FULL THROTTLE 2		2.99
GARY LINEKERS HOTSHOTS		3.99
GEMINI WING		2.99
GEE BEE AIR RALLY		2.99
GUANTLET 1 OR 2		2.99
GRAHAM GOOCH		1.99
GHOSTS AND GOBLINS		2.99
GHOSTBUSTERS		1.99
GRAND NATIONAL		1.99
GREAT ESCAPE		2.99
GREEN BERET		2.99
GREAT GURIANOS	NEW	2.99
GRID IRON 2		2.99
GUARDIAN ANGELS		2.99
HAWK STORM		2.99
HEAD OVER HEELS		2.99
IK+		2.99
IKARI WARRIORS		2.99
IMPOSSIBLE MISSION 2		2.99
INTERNATIONAL RUGBY	NEW	2.99
INTERNATIONAL FOOTBALL		2.99
INTERNATIONAL MANAGER		2.99
JET SET WILLY		1.99
JOE BLADE 3		2.99
KENNY DALGLISH SOCCER MANAGER		2.99
KENTUCKY RACING		2.99
KICK BOX VIGILANTE		2.99
KWIK SNAX		2.99
LEAGUE CHALLENGE		1.99
LITTLE PUFF		2.99
MACADAM BUMPER PINBALL		2.99
MAGICLAND DIZZY	NEW	2.99
THE MANAGER		2.99
MANIC MINER		2.99
MATCHDAY 1 OR 2		2.99
MIKE REIDS POP QUIZ		2.99
MONTY ON THE RUN		2.99
MOTOR CYCLE 500		2.99
NEMESIS		2.99
NIGEL MANSELL GRAND PRIX		2.99
ON THE BENCH		2.99
OPERATION WOLF		2.99
OUTRUN		3.99
PAPERBOY		2.99
PASSING SHOT TENNIS	NEW	2.99
POPEYE 2		2.99
POSTMAN PAT 1 OR 2		2.99
PRO GOLF (CODEMASTERS)		2.99
PUB GAMES		2.99
PUB TRIVIA		2.99
QUATTRO ADVENTURE		2.99
QUATTRO ARCADE		2.99
QUATTRO COMBAT		2.99
QUATTRO FIRE POWER	NEW	2.99
QUATTRO POWER		2.99
QUATTRO SPORTS		2.99
QUESTION OF SPORT		2.99
QUICK DRAW MCGRAW		2.99
R TYPE		2.99
RAMPAGE		2.99
RANARAMA		2.99
REAL GHOSTBUSTERS		2.99
RENEGADE		2.99
RETURN OF THE JEDI		2.99
ROCK STAR ATE MY HAMSTER		2.99
RUFF AND READY		2.99
RUGBY BOSS		1.99
RUGBY COACH	(D & H)	2.99
RUGBY MANAGER		2.99
RUN THE GAUNTLET		2.99
SABOTEUR 1 OR 2		1.99
SALAMANDER		2.99
SAM FOX STRIP POKER		2.99
SCOOBY DOO		1.99
SIDEWINDER 2		2.99
SILKWORM		2.99
SNOOKER MANAGEMENT	(D & H)	2.99
SNOOKER MANAGER		2.99
SOCCER 7		2.99
SOCCER DIRECTOR		2.99
SOCCER Q		2.99
SOCCER STAR		2.99
SPITTING IMAGE	NEW PRICE	2.99
SPY V SPY 1 OR 2		2.99
STAR WARS		2.99
STREET FIGHTER		2.99
STRIP POKER 2		2.99
STRIKER		2.99
STRIKER MANAGER	NEW	2.99
SUPER SCRAMBLE SIM		3.99
SUPER HANG ON		2.99
SUPER NUDGE 2000		1.99
SUPER STOCK CARS		2.99
TARGET RENEGADE		2.99
TARZAN GOES APE	NEW	2.99
TECHNOCOP	NEW PRICE	3.99
TELLYWISE		2.99
TETRIS		2.99
THEATRE EUROPE		2.99
THUNDERBLADE		3.99
THUNDERCATS		2.99
TOMAHAWK		2.99
TOP GUN		2.99
TRAP DOOR 1 OR 2		2.99
TRACKSUIT MANAGER		2.99
TREASURE ISLAND DIZZY		2.99
TREBLE CHAMPIONS		4.99
VIGILANTE		3.99
VIKINGS		2.99
WACKY DARTS		2.99
WEC LE MANS	NEW	2.99
WEMBLEY GREYHOUNDS		2.99
WONDERBOY		2.99
WORLD CLASS LEADERBOARD		2.99
WORLD GAMES		2.99
XENON		2.99
YES PRIME MINISTER		2.99
YOGI AND THE GREED MONSTER		2.99
YOGI BEARS GREAT ESCAPE		2.99

SOFTWARE CITY SPECIALS

3-D POOL	NEW	3.99
BOULDERDASH 1 & 2		3.99
DEACTIVATORS		0.75
EARTHLIGHT		0.75
ENLIGHTENMENT (DRUID 2)		0.99
ESCAPE PLANET ROBOT MONSTERS		4.99
FINAL MISSION		1.99
GAMES SUMMER EDITION		2.99
GOLD SILVER BRONZE		3.99
HAMMERFIST	NEW PRICE	2.99
INTENSITY		0.75
KARYSSIA ADVENTURE		2.99
KENNY DALGLISH SOCCER MATCH		2.99
KENNY DALGLISH SOCCER MATCH DISC		3.99
KICK OFF	NEW	3.99
KLAX	NEW	3.99
MAGNETRON		0.75
MOONCRESTA	NEW	1.99
MYSTERY ON THE NILE		0.75
MYTH		2.99
NINJA SPIRIT		3.99
THE REALM ADVENTURE		1.99
SHACKLED		1.99
SIGMA 7	NEW PRICE	0.75
SPYTREK ADVENTURE		1.99
STARSTRIKE 1 & 2		1.99
TEMPEST		1.99
TEMPLE OF VRAN ADVENTURE		1.99

FULL PRICE

		CASS	DISC
ADDIDAS FOOTBALL		8.99	N/A
ANCIENT BATTLES		9.99	N/A
BACK TO THE FUTURE 3		7.50	9.99
BATTLE OF THE BULGE		7.50	N/A
CARRIER COMMAND		9.99	11.99
CASTLE MASTER		7.50	9.99
CHAMPIONSHIP RUN		7.50	N/A
CHASE HQ 2		7.50	10.99
CHIPS CHALLENGE		7.50	N/A
CRETE 1941	NEW	7.50	N/A
CRICKET CAPTAIN (D&H)		7.50	N/A
DICK TRACY		7.50	N/A
E.S.W.A.T.		7.50	N/A
EDD THE DUCK	NEW	7.50	9.99
EMLYN HUGHES INT. FOOTBALL		7.50	9.99
EMLYN HUGHES TRIVIA QUIZ		7.50	N/A
EXTERMINATOR		7.50	N/A
F-16 COMBAT		9.99	13.99
FAMOUS FIVE	NEW	7.50	N/A
FOOTBALL DIRECTOR 2	(128K, +2 & +2A)	13.99	13.99
FUN SCHOOL 3 (UNDER 5'S)		7.50	11.99
FUN SCHOOL 3 (5-7)		7.50	11.99
FUN SCHOOL 3(7+)		7.50	11.99
GAZZA 2		7.50	9.99
GOLDEN AXE		7.50	9.99
GRAND PRIX (D & H)		7.50	N/A
GUNSHIP		7.50	9.99
HOSTAGES		7.50	9.99
IRON LORD		9.99	15.99
KICK OFF 2		7.50	9.99
LORDS OF CHAOS		7.50	9.99
LOTUS ESPRIT TURBO CHALLENGE		7.50	9.99
MAN UTD		7.50	9.99
MIDNIGHT RESISTANCE		7.50	9.99
MONTY PYTHON		7.50	9.99
MULTI PLAYER SOCCER MANAGER		7.50	N/A
NARC		7.50	10.99
THE NATIONAL		7.50	N/A
NAVY SEALS	NEW	7.50	10.99
NIGHTSHIFT		7.50	N/A
NINJA REMIX		7.50	N/A
NORTH AND SOUTH	NEW	7.50	10.99
OPERATION THUNDERBOLT		7.50	9.99
PANG		7.50	10.99
PROJECT STEALTH FIGHTER		7.50	9.99
RAINBOW ISLANDS		7.50	9.99
RICK DANGEROUS 2		7.50	9.99
ROBOCOP 2		7.50	10.99
SCRABBLE, MONOPOLY & CLUEDO		13.99	N/A
SHADOW OF THE BEAST		7.50	11.99
SHADOW WARRIORS		7.50	9.99
SIM CITY		7.50	11.99
SNOWSTRIKE		7.50	N/A
ST DRAGON		7.50	N/A
STRIDER 2		7.50	N/A
SUBBUTEO		7.50	9.99
SUPER CARS		7.50	9.99
SUPER MONACO GRAND PRIX	NEW	7.50	N/A
SUPER OFF ROAD RACER		7.50	9.99
SWIV	NEW	7.50	N/A
TEENAGE MUTANT HERO TURTLES		7.50	11.99
TIME MACHINE		7.50	9.99
TOTAL RECALL	NEW	7.50	10.99
TOYOTA CELICA	NEW	7.50	9.99
TREVOR BROOKINGS WORLD CUP		7.50	9.99
TRIVIAL PURSUIT		9.99	N/A
TURRICAN		7.50	9.99
THE UNTOUCHABLES		7.50	9.99
WELLTRIS		7.50	9.99
WORLD CHAMPIONSHIP BOXING		7.50	9.99
WORLD CHAMPIONSHIP SOCCER		7.50	N/A

COMPILATIONS

POWER UP
TURRICAN, X-OUT, RAINBOW ISLANDS,CHASE H.Q. & ALTERED BEAST
CASS 11.99

DIZZY COLLECTION
DIZZY, FAST FOOD, FANTASY WORLD DIZZY, TREASURE ISLAND DIZZY & MAGIC ISLAND DIZZY
CASS 7.50

PLATINUM
STRIDER, BLACK TIGER, GHOULS AND GHOSTS, FORGOTTEN WORLDS & L.E.D. STORM
CASS 11.99 DISC 13.99

THRILLTIME GOLD 2
AIRWOLF, SCOOBY DOO, BATTLESHIPS, SABOTEUR & FRANK BRUNO
CASS 4.99

COIN OP HITS 2
GHOULS AND GHOSTS, DYNASTY WARS, NINJA SPIRIT, VIGILANTE & HAMMERFIST
CASS 10.99

CHALLENGER
FIGHTER BOMBER, PRO TENNIS TOUR, KICK OFF, STUNT CAR RACER & SUPER SKI
CASS 9.99

SEGA MASTER MIX
SUPER WONDERBOY, DYNAMITE DUX, CRACKDOWN, TURBO OUTRUN & ENDURORACER
CASS 11.99 DISC 13.99

FRANK BRUNO'S BIG BOX
FRANK BRUNO'S BOXING, BATTY, COMMANDO, SABOTEUR, AIRWOLF, SCOOBYDOO, BATTLESHIPS, 1942, BOMBJACK & GHOSTS AND GOBLINS
CASS 5.50

SYSTEM 3 PACK
MYTH, VENDETTA, TUSKER & I.K.+
CASS 11.99

WHEELS OF FIRE
HARD DRIVIN', CHASE HQ, POWERDRIFT & TURBO OUTRUN
CASS 9.99 DISC 16.99

T.N.T.
HARD DRIVIN', TOOBIN, DRAGON SPIRIT, XYBOTS & A.P.B.
CASS 9.99 DISC 16.99

SUPREME CHALLANGE SOCCER SPECTACULAR
PETER BEARDSLEY'S INT FOOTBALL, SOCCER SUPREMO, FOOTBALL MANAGER,WORLD CHAMPIONS AND PETER SHILTON'S HANDBALL MARADONA
CASS 4.99

FIST OF FURY
DOUBLE DRAGON 2, SHINOBI, NINJA WARRIORS & DYNAMITE DUX
CASS 9.99

SOCCER MANIA
FOOTBALL MANAGER 2, MICROPROSE SOCCER, FOOTBALL MANAGER WORLD CUPEDITION & GAZZA'S SUPER SOCCER
CASS 9.99 DISC 11.99

KIXX MULTIMIX
LEADERBOARD, LEADERBOARD TOURNAMENT & WORLD CLASS LEADERBOARD
CASS 4.99

KARATE ACE
BRUCE LEE, KUNG FU MASTER, AVENGER, WAY OF THE EXPLODING FIST, UCHI MATA, WAY OF THE TIGER & SAMURAI TRILOGY
CASS 8.99

ITS T.V. SHOWTIME
KRYPTON FACTOR, BOSS FULL HOUSE, EVERY SECOND COUNTS & BULLSEYE
CASS 7.50

HOLLYWOOD COLLECTION
ROBOCOP, INDIANA JONES LAST CRUSADE, BATMAN THE MOVIE &GHOSTBUSTERS 2
CASS 11.99

TOP TEN COLLECTION
SABOTEUR 1 & 2, SIGMA 7, CRITICAL MASS, AIRWOLF, DEEP STRIKE, TURBO ESPRIT,
CASS 5.50

BLANK 3" DISCS AMSOFT/ MAXELL

1	2.75
5	12.99
10	22.99

SAM COUPE

FAMOUS FIVE ON TREASURE ISLAND
CASS 8.99
DISK 9.99

FOOTBALL DIRECTOR 2
CASS 13.99
DISK 13.99

FUTUREBALL/ SAM STRIKES OUT
CASS 8.99
DISK 9.99

MINDGAMES 2
CASS 8.99
DISK 8.99

PIPEMANIA
CASS 8.99
DISK 8.99

SPHERA
CASS N/A
DISK 9.99

TASWORD 2
CASS N/A
DISK 13.99

JOYSTICKS

MAVERICK £14.99
with new microswitch

FREE +2 LEAD WITH EVERY JOYSTICK



PYTHON £9.99
with new microswitch



APACHE £6.99



PLEASE CLAIM YOUR FREE LEAD WHEN ORDERING

ORDER FORM AND INFORMATION

All orders sent **FIRST CLASS** subject to availability. Just fill in the coupon and send it to:-
Software City, Unit 4, BDC 21 Temple Street, Wolverhampton WV2 4AN.

POSTAGE RATES - Please add 50p for orders under £5. Non UK/EEC countries add £2.50 per item. Non EEC countries add £4 per item. Paying by cheque - Cheques payable to Software City

Name ....

Address ....

....

....

....

Postcode .... Tel No ....

Name of Game	Computer	Value
	Postage	
	TOTAL	

Card Type .... Expiry Date ....

Card No ....

Signature .... Date ....

LIVE CIRCUIT

completely and utterly wrong! Games that appear on compilation are exactly the same programs as if you bought the games when they were originally released. So stop panicking!
LM

ST?!? PIH!

Dear Lloyd
I am only 13 and have purchased an Atari ST, putting my Speccy temporarily out of business. Admittedly the ST's graphics and sound are good but at £25 a game that's just too much. I saved for ages to buy one game and when I got it it wasn't brilliant. I have decided to sell my Atari and my 48K Spectrum and buy a 128K Speccy so that can I buy some of the more affordable and brilliant 128K games.
Simon Almond, Winsley, Wilts
PS Does Nick really hate Mark?

Good for you. Who needs 16-bit power if most of the games are of an inferior quality compared to the Speccy's smash hits? And no, Nick doesn't really hate Mark. I do.
LM

AM I THICK, OR WOT?

Dear Lloyd
I've been reading your fab magazine for a year now and I think it's great. However, there are a few things that are in it quite a lot and I don't know what they mean. One of the things is what sprites are. From the way they have been used I can make out that they are some kind of graphic on screen, but I'm not sure what. I also don't know what sound FX is. Is it short for sound effects or is it something totally different?
 I have just read Issue 86 and I have seen all the letters about 128K-only games. I don't know what a multi-load is, but if it is a game where you if have a 48K computer it will load a 48K version in and if you have a 128K it loads that version in, I don't see what's so bad about that.
 Also in Issue 86 there was a letter about you being able to program on the Speccy but not a games machine. I have three friends who have Spectrums and none of them know how to start programming, while my brother's friends who have owned Spectrums know how to program simple programs. I have tried programming in BASIC and I am quite good at it but find it too slow and so I am trying to learn machine code. However, I can't find any books that tell me how to do it, whereas when my brother learnt to program in machine code, about five or six years ago, there were piles of books about.
Dave Garratt, Alsager, Stoke-on-Trent

Okay, let's tackle this lot: A sprite is a graphic (so full marks, Dave) which is moved around the screen, like the Arnie sprite in *Total Recall*, or his gun's bullets. What next? Yeah, sound FX are sound effects, it's just the way we've always written it (SFX are special effects). A multi-load game is where the main game code is loaded in first with maybe the first few levels and when they've been played through more code is loaded in for further levels. Finally, books. There haven't been any Speccy programming books published for a while so your best bet is to pop off down your local library and see what they have available. Alternatively ask your local computer shop if they can order any material from their distributors. All straight, now? Good.
LM



MONSTER PORTIONS OF TEACHING

● **Scetlander**, the education software company, has added to it's range of Speccy learning aids with a new package for the young to develop pre-reading skills. The pack's called *Mix and Match with Maggie* and stars Maggie the Loch Ness monster as the host. She helps the very young, or anyone with learning difficulties, recognise, discriminate and remember pictures, shapes, letters and numbers. There are three major games to play, each with an adjustable difficulty level: *Two of a Kind*, *Odd One Out* and *Forget-me-not*. The package, which comes complete with game, excellent manuals, and a Maggie badge, retails for £11.99 on cassette and £14.99 on +3 disk. Details from Scetlander at: **74 Victoria Crescent Rd, Glasgow, G12 9JN**.

HI-FIRE!

Got dazzling scores on the latest hot Speccy games? Don't keep your gamesplaying skills to yourself — send your scores to us so the whole Speccy universe knows about it! Every month, we pull a name from the Hi-Fire hat and award the lucky reader £40 worth of software! So get playing, and send your high score — with a photo of yourself, if possible — to: NEWSFIELD, HI-FIRE, CRASH, LUDLOW, SHROPSHIRE SY8 1JW.

ADV PINBALL SIM
68620 Andrew S Collier, Bolton

TURTLES
65,800 Steffan Watcin Morris, Dolgellgy
35,230 Andrew Thomas, Weymouth
34,820 Dominic Chung, Manchester
Completed, David Pegg, Cambridge
26,560 Ben Gardener, Nottingham

KWIK SNAX
62,600 Dave Garratt, Stoke-on-Trent
58,350 Paul West, Plymouth
57,790 Helen Dodsworth, Stockton-on-Tees
47,377 Keith Moore, Liverpool

AFTERBURNER
10,587,620, Ben O'Flanagan, Derby

ROBOCOP
103,130 Ben Gardender, Nottingham
96,350 Woo Kian Hoom, Kuala Lumpur, Malaysia(!!!)
53,700 Simon Davies, Dyfed

ROBOCOP 2
13,887,200 Eoghan Ryan, Ennis
11,564,200 Andrew Jones, Oldham
6,731,550 Ben Gardener, Nottingham

RAINBOW ISLANDS
18,277,460 Martin Fewell, Milton Keynes
1,830,540 Martin Cocksedge, Edlington
1,483,971 Leigh Jackson, Beverley
543,180 Paul Stebbing, Scunthorpe

OUT RUN
24,943,880 Simon Davies, Pembrey

NARC
136,000 Andrew Jones, Oldham
98,875 Kevin Tickle, Tuebrook



Here's **Dave Garratt** with a spiffy score on Code Masters' *Kwik Snax* of 62,600! It's a good 'un! That's not all — he's been plucked from the sack as this month's £40 software winner! Yipppeeeee!

GET YOUR GAME ONTO THE CRASH POWERTAPE!

Got a game you've written and would like us to consider for inclusion on the CRASH cover cassette? Then send it to us with this form! We'll evaluate it and let you know whether it's suitable and how much you'll get for your masterpiece if we go ahead.

Name..
Address..
....Postcode..............................
Telephone (Daytime)..
(Evenings)..
IMPORTANT!

Please sign this declaration:
This program is submitted for publication by CRASH. It is wholly my/our own work and I/we agree to indemnify CRASH Ltd/Newsfield Ltd against any possible legal action should copyright problems arise. This game is not being considered for publication by any other magazine or software house, and I/we will inform you in writing in the event of this happening.

Signed..

Date..

Rememberwe will NOT consider your game if you do not enclose this coupon (or a photocopy)!
Send the game and coupon to: NEWSFIELD, CRASH POWERTAPE DEPT, Ludlow, Shropshire SY8 1JW

EDITORIAL OFFICE *Newsfield Ludlow Shropshire SY8 1JW* 0584 875851 fax 0584 876044 **Editor** Richard Eddy **Sub Editor** Warren Lapworth **Staff Writers** Mark Caswell, Nick Roberts, Lloyd Mangram **Art Editor** Mark Kendrick **Photography** Michael Parkinson **Production and Circulation Director** Jonathan Rignall **Systems Operator** Paul (Charlie) Chubb **Reprographics** Matthew Uffindell (Supervisor), Robb Hamilton, Robert Millichamp, Tim Morris, Jeni Reddard **Group Advertisement Manager** Judith Bamford **Advertisment Sales Executive** Christine Moore **Advertisement Production** Jackie Morris (Supervisor), Jo Lewis **Mail Order** Carol Kinsey **Subscriptions** Caroline Edwards, CRASH, Newsfield, Ludlow, Shropshire, SY8 1JW **Typesetting** Apple Macintosh Computers using Quark *XPress* and Bitstream fonts **Systems Manager** Ian Chubb **Colour Origination** Scan Studios, Islington, London. **Printed** in England by **BPCC Business Magazines (Carlisle) Ltd** Newtown Trading Estate, Carlisle, Cumbria, CA2 7NR **Distributor** Comag, Tavistock Road, West Drayton, Middlesex

Yearly subscription rates: UK £17.20 Europe £24.00, Air Mail oversens £37. US/Canada subscriptions and back issues enquiries: Barry Hatcher, British Magazine Distributors Ltd, 40 Wilkins Drive, Sweaburg, RR#1 Woodstock, Ontario N4S 7V6, Canada. Tel: 519 421 1285, fax: 519 421 1285. Yearly subscription rates; US $47.00, Canada $57.00. Back issues: US $5.20, Canada CAN$6.20 (inclusive of postage).

COMPETITION RULES: The editor's decision is final in all matters relating to adjudication and we offer prizes in good faith, believing them to be available; if something untoward happens we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners names will appear in a later issue of CRASH. No correspondence can be entered into regarding the competitions (unless we've written to you stating you have won a prize and it doesn't turn up, in which case drop us a line). No person who is related, no matter how remotely, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions.

Copyright CRASH Ltd 1991 A Newsfield Publication ■ ISSN 0954-8661
Cover design and illustration by Oliver Frey

ABC
MEMBER OF THE AUDIT BUREAU OF CIRCULATIONS

Castle Computers

VISA | Access

NOW TAKEN

STOP PRESS FREE GAME & POSTERS WITH ALL ORDERS OVER £10

CASTLE COMPUTERS
2 WILLIAM CLOWES STREET
BURSLEM
STOKE-ON-TRENT
ST6 3AP
TEL: 0782 575043

sale sale sale sale sale sale

SPECTRUM SPECIALS

TOTAL RECALL	£8.50
ROBOCOP 2	£8.50
CHIPS CHALLENGE	£8.50
GAZZA 2	£8.50
TURRICAN 2	£8.50
PREDATOR 2	£8.50
LOOPZ	£8.50
SWITCHBLADE	£8.50
LIGHT CORRIDOR	£8.50
EDD THE DUCK	£7.99
ATOMIC ROBOKID	£8.50
STRIDER 2	£8.50
PANG	£8.50
MONTY PYTHON	£7.99
SIM CITY	£9.99
GOLDEN AXE	£8.50
HERO TURTLES	£8.99
NIGHTBREED	£7.99
OFF ROAD RACER	£8.50
CHASE HQ 2	£7.99
RAINBOW ISLANDS	£7.99
X-OUT	£7.99
Z-OUT	£7.99

SPECTRUM SPECIALS

DRAGON NINJA	£2.99
TOP CAT	£3.99
RAMBO	£2.99
REAL GHOSTBUSTERS	£2.99
DRILLER	£2.99
RASTAN	£2.99
OP WOLF	£2.99
RUN THE GAUNTLET	£2.99
DOUBLE DRAGON	£2.99
LICENCE TO KILL	£2.99

SPECTRUM SPECIALS

TOKI	£8.99
S.W.I.V.	£8.50
F16 COMBAT PILOT	£9.99
NAVY SEALS	£8.99
BACK TO FUTURE 3	£8.50
NARC	£8.50
ESWAT	£8.50
RICK DANGEROUS 2	£7.99
SHADOW WARRIORS	£7.50
BATMAN THE MOVIE	£7.50
TIME MACHINE	£7.50
JUDGE DREED	£7.99
MIDNIGHT RESISTANCE	£7.99
KICK OFF 2	£7.99
PLOTTING	£6.99
PUZZNIC	£6.99
STEALTH FIGHTER	£8.99
TURBO OUTRUN	£7.99
HELTER SKELTER	£8.99
SONIC BOOM	£2.99
LOTUS ESPIRIT	£8.50
SUPER SPRINT	£2.99
STRIKE FORCE HARRIER	£2.99
SUPER MONACO G.P.	£8.99

SPECTRUM SPECIALS

SPITTING IMAGE	£2.99
DOOMARKS REVENGE	£2.99
WORLD GAMES	£2.99
SPY HUNTER	£2.99
SKATE OR DIE	£2.99
CJ'S ELEPHANT ANTICS	£2.99
FALLEN ANGEL	£2.99
HARD DRIVIN'	£2.99
R - TYPE	£2.99
AFTERBURNER	£2.99

SPECTRUM SPECIALS

STIR CRAZY	£2.99
BLASTEROIDS	£1.99
BUGGY BOY	£2.99
ACE OF ACES	£2.99
ARTIC FOX	£2.99
ALT WORLD GAMES	£2.99
BATMAN CAPED	£2.99
VIZ	£8.50
CHAMP GOLF	£3.99
CYBEROID	£2.99
SKULL & CROSSBONES	£8.50
CAPTIN BLOOD	£2.99
DRAGON SPIRIT	£2.99
DYNASTY WARS	£2.99
EMOTION	£2.99
ENDURO RACER	£2.99
ESCAPE PLAN ROBOT MONSTER	£6.99
FOOTBALLER OF THE YEAR	£2.99
FAST FOOD DIZZY	£2.99
FUN SCHOOL 3 UN 5	£7.99
FM2 WORLD CUP	£4.99
FLINTSTONES	£3.99
GAUNTLET	£2.99
GARY LINEKERS SUPERSKILLS	£1.99
GI HERO	£1.99

SPECTRUM SPECIALS

CONTINENTAL CIRCUS	£2.99
DELTA CHARGE	£2.99
WONDERBOY	£2.99
STAR WARS	£2.99
RETURN OF THE JEDI	£2.99
EMPIRE STRIKES BACK	£2.99
HAMMER FIST	£3.99
MAGIC LAND DIZZY	£2.99
GRYZOR	£2.99
PIPEMANIA	£3.99

QUATRO SPORTS
PRO SKI SIMULATOR, GRAND PRIX SIM, PRO SNOOKER SIMULATOR, BMX SIMULATOR
ONLY £2.99

QUATRO POWER
MOTO X, TWIN TURBO V8, PRO POWER BOAT, ATV SIM
ONLY £2.99

ALL ORDERS SENT FIRST CLASS POST.
P&P UNDER £5 IS 75p, OVER £5 IS FREE.
FAULTY GOODS REPLACED WITHOUT QUESTION.
STOCK ITEMS DESPATCHED BY RETURN.

QUATRO SUPERHITS
SUPER STUNTMAN, SUPER TANK, SUPER HERO, K.G.B. SUPER SPY
ONLY £2.99

QUATRO COMBAT
NINJA MASSACRE, DEATH STALKER, SAS COMBAT SIM, ARCADE FLIGHT SIM
ONLY £2.99

sale sale sale sale sale sale

SPECTRUM SPECIALS

GALAXY FORCE	£2.99
THE GAMES (summer edit)	£2.99
GUARDIAN ANGEL	£2.99
GRAND PRIX MASTER	£2.99
GAME OVER 2	£2.99
FIRE & FORGET	£2.99
FRANKENSTIEN	£2.99
FANTASY WORLD DIZZY	£2.99
TRIVIAL PURSUITS (N.B.)	£4.99
FALLEN ANGEL	£2.99
IK+	£2.99
IMPOSSIBLE MISSION 2	£2.99
HOT ROD	£2.99
GHOSTBUSTERS 2	£2.99
HARDBALL	£1.99
HELLFIRE ATTACK	£2.99
HYSTERIA	£2.99
KLAX	£3.99
KENNY DALGLISH	£3.99
RYGAR	£2.99
RALLY CROSS	£2.99
RAMPAGE	£2.99
QUARTET	£2.99
RENEGADE	£2.99
SUPER HANG ON	£2.99

SPECTRUM SPECIALS

THE CYCLES	£2.99
720 DEGREES	£2.99
STREET FIGHTER	£2.99
SALAMANDER	£2.99
PLATOON	£2.99
WEC LE MANS	£2.99
PHM PEGASUS	£2.99
RAMBO	£2.99
CRAZY CARS	£2.99
MATCHDAY	£2.99
MATCHDAY 2	£2.99
STAR PAWS	£2.99
SCRAMBLE SPIRITS	£3.99
XYBOTS	£2.99
TIGER ROAD	£1.99
THUNDERBLADE	£3.99
SLAP FIGHT	£2.99
SKATE CRAZY	£2.99
WOLFMAN	£2.99
VINDICATORS	£2.99
TUSKER	£2.99
TRANTOR	£2.99
THUNDERBIRDS	£2.99
TOP GUN	£2.99
TETRIS	£2.99

SPECTRUM SPECIALS

ARNHEM	£7.99
ANCIENT BATTLES	£11.99
AUSTERLITZ	£9.99
BATTLE OF THE BULGE	£11.99
BISMARK	£6.99
CRETE 1941	£11.99
DESERT RATS	£8.50
THE GENERAL	£9.99
NAPOLEON AT WAR	£7.99
BLITZRIEG	£11.99
ROUNDHEADS	£6.99
SILENT SERVICE	£6.99
VULCAN	£7.99
STALINGRAD	£7.99
YANKEE	£7.99
ZULU WAR	£7.99
WELLINGTON AT WATERLOO	£11.99
OVERLORD	£7.99

DIZZY COLLECTION
Dizzy, Fast Food, Fantasy World Dizzy, Treasure Island Dizzy, Magicland Dizzy.
THE LOT FOR ONLY
£9.99

Please send me the following titles **CR05**

Title	Cass or Disk	Amount
PLEASE SEND ME MY FREE GAME AND POSTER		FREE (ONLY IF SPENDING £10 OR MORE)
	p&p (if applicable)	
	Total amount	

Name ....

Address ....

....

....

....

Tel No ....

Previews

SEYMOUR GOES TO HOLLYWOOD

Welcome to Hollywood! What's your dream? Everyone who comes to Hollywood has a dream! And some dream more than others. Take, if you will, Seymour, a new Speccy hero from Code Masters, the star of a new arcade adventure set in Hollywood. Failed movie star RICHARD EDDY checks it out...

Code Masters have a new Speccy star waiting in the wings, called Seymour. He's been created by our chums at **Big Red Software** — is he going to be tough competition for Dizzy? What do Big Red have so say about Seymour and the game? 'Seymour's a cheerful, squelchy blob who wanders around in front of an urban sprite-based landscape, a bit like Dizzy (only with fewer trees).' Hummmm, a bit of closer examination is called for, doncha think?

For his first adventure, Seymour has snatched a starring role in a new Hollywood movie and turns up for his first day at work. But calamity strikes as the studio boss, Dirk E Findlemeyer the second, decides to get away from it all and bombs off to Miami for a vacation. Great timing, eh?

Even worse calamity, the scripts for Seymour's film are locked away in Dirk's safe and he's taken the keys with him to Miami, the clot! Luckily, Seymour is not only a cheerful, squelchy blob but a helpful, squelchy blob, and decides to save the day (with your help, of course).

However, if Seymour wants to open the safe he's going to have to find the key, and to find the key he has to discover something else... Yup, it's a mammoth arcade adventure game as Seymour attempts to solve oodles of puzzles which leads him into a web of intrigue, murder and suspense (just like the movies). Okay, enough of the 'explaining what it's all about' bit and onto the 'having a look at the game' bit...

CHATTY CHAPPY!

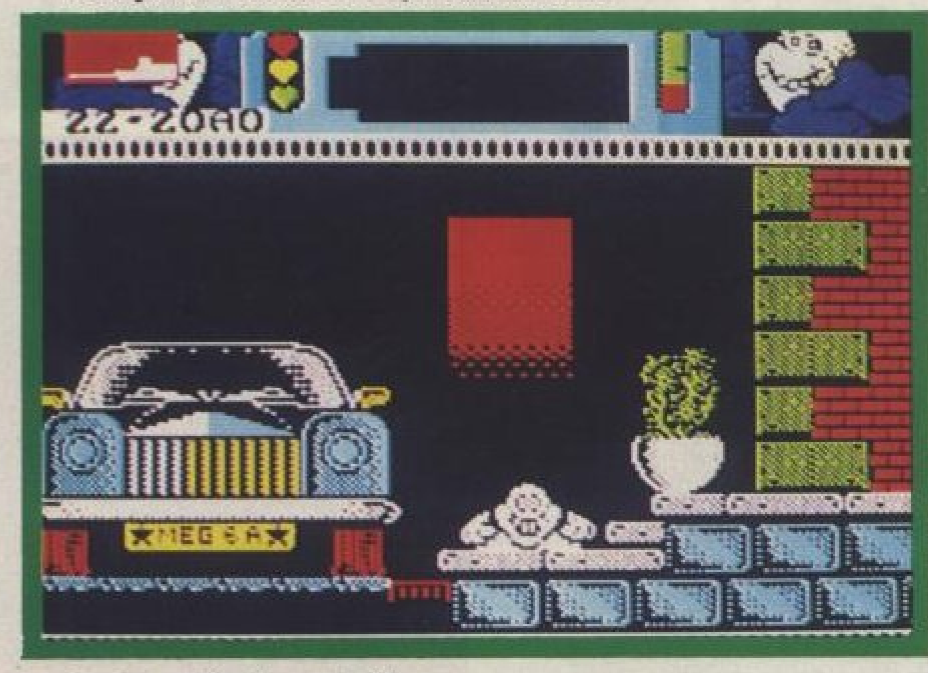
Here's Seymour arriving at the studios. He's standing in the parking lot waiting for me to take control of him. Yikes! Wassat? He spoke to me! Well, he didn't actually 'speak' but he moved his mouth in a sort of 'hello' fashion. What is going on? It turns out that Seymour is a bit impatient, he always wants to get on and do things. If you leave him too long he starts twiddling his fingers or mouthing words at you. I better get him moving before he starts saying something obscene.

Seymour has a funny walk: it's a fast paced one, with a bounce in his step and he flings his huge hands around like a demented budgie.

I'm taking Seymour over to the left now, the screen doesn't scroll, but flips into the next location. And here are some conveniently placed objects — there's a bag, a red key and a green scroll. Pressing ENTER as Seymour stands over an object makes him pick it up and he tells you, with the aid of a speech bubble, what it is and holds onto it. (He can hold up to three objects, displayed in the inventory window at the top of the screen.)

So, what have you just picked up, Seymour? 'Gosh, I've got a thingy, a widget and a boojum!' Identifying objects isn't Seymour's strong point. Solving puzzles is, though, so let's go into the studios and check 'em out...

● Here's the parking lot, where the game begins. Toothy little fellow, our Seymour, isn't he?



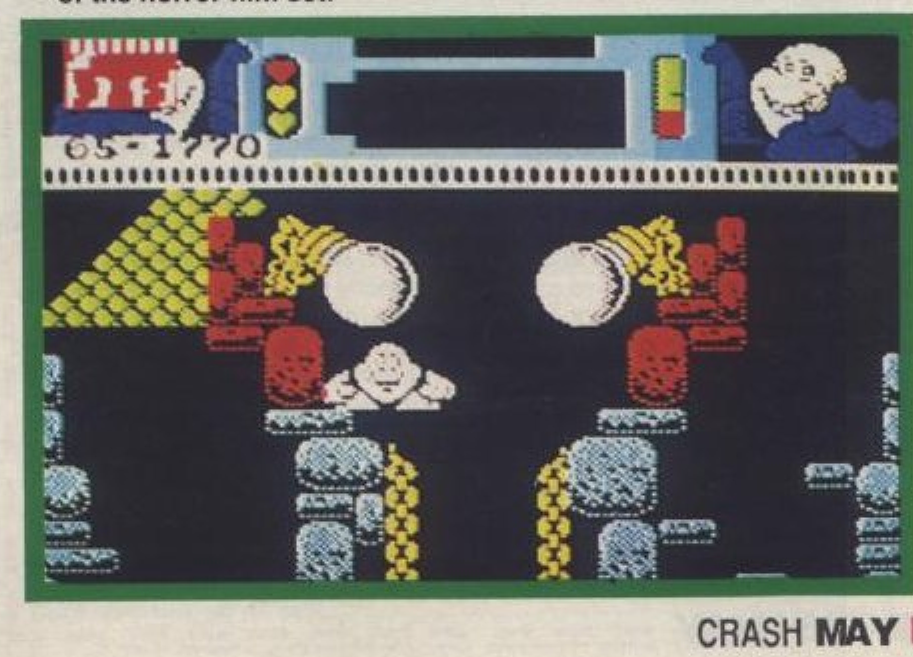
STUDIO LINES

The main studio has eight smaller studios leading from it and a different film is being made in each. They're themed studios with movies in production like a *Wizard of Oz*-type thing, a sci-fi film, a horror flick, a *Grease*-type musical, a murder movie, a *King Kong* monster movie, a western and a cop set. It's a groovy idea because there's plenty to explore (well over 50 rooms) and a huge variety of graphics.

There's a major puzzle to solve in each studio and some studios can't be entered until a puzzle is solved in another. You want to know the sort of puzzle? Okay... We're in the horror studio and the main task here is to collect items to build something resembling Frankenstein's monster. Of course, finding all the pieces is a puzzle in itself. However, there's no brain around — it must be somewhere else. But, put him together anyway and see what happens. Well, he just lurched forwards and smashed through a wall! But wait, that's useful because he's smashed through into another studio I couldn't get Seymour into earlier. That's the sort of thing, so it's looking pretty groovy!

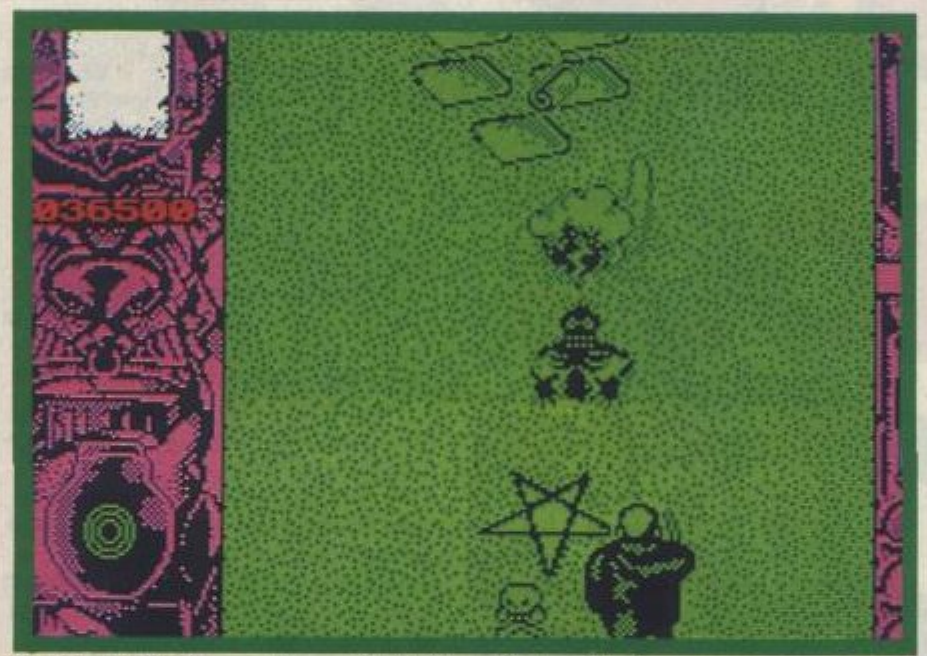
It's going to be pretty fab this *Seymour Goes to Hollywood* game. 'It's absolutely brilliant' says **Code Masters**' Mike Clarke, who's just popped in to CRASH for a cuppa. And the best news, it's going to be at Codies usual barg-price of £2.99! Way-hey!

● It's Seymour and he's perched perilously at the top of the horror film set!



Previews

Fancy seeing into the future? You could: a, invent a time machine, b, visit Madam Starlight and her crystal ball of conundrums, or c, read this page — it's the previews!



Blam! That's another evil minion disposed of, leaving the way clear to collect the scroll at the top of the screen

MYSTICAL

What's French, deals with magic and has a lot of animation? It is, of course, Claude the performing escargot (snail). And very nice with garlic sauce he is too. However, let's not dwell on cuisine from the land of the sporting cock but instead have a sneaky peak at top French software house Infogrames's latest Speccy offering. It's called *Mystical* and here's RICHARD EDDY to tell you all about it (which is a far better idea than munching snails)...

Mystical. Says it all really. Well, obviously not everything because it only says '*Mystical*'. But before you've got time to read any more you'll be thinking 'Ah, I bet it's something to do with magic and I wouldn't be at all surprised to discover that something's gone wrong with the magic and I've got to sort it out.' Which is, basically, true.

I hate it when game titles give the whole thing away. Pih! *Navy SEALS* was great. Lots of 'jokes' about marine flesh-eating mammals with flippers balancing on balls while singing sea shanties and then explaining that it's actually about a crack commando squad... Erm.

Mystical's about magic that's gone wrong and you've got to sort it out. See? Told you. Okay, let's buckle down and get on with the storyline. You're a wizard's apprentice studying under the mighty Wizard H... (let his name not be spoken or we'll turn to jelly) only not a very good one. The word 'incompetent' is written across your face — and most of your exam papers, for that matter. One of your final exams dealt with Dimensional Doors which, as usual, you cocked up and caused the destruction of the Great Wizard H...'s (let the most ancient gods bless him thrice) laboratory and the disappearance of all the magical phials and scrolls that he has laboriously accumulated for about three hundred years.

Obviously, the Great Wizard H... (let his sausages be always be perfectly cooked and never squishy in the middle) is none too pleased and demands you venture forth and reclaim all the phials and scrolls. It's not going to be easy because they've been thrown into parallel worlds dominated by unscrupulous gods, jealous of the Wizard's powers. Thankfully, Great Wizard H... (let him never run out of loo paper on half-day closing) has agreed to help you in your quest and allows you to use the magic powers, contained in the phials or written on the scrolls, to defend yourself against the evil gods' armies.

The Great Wizard H... (let him always have enough clothes pegs to pin out his washing) follows your adventure through his Krystal Bowl and gives you the power to travel between the parallel worlds.

TAKE THAT!

Right, so now you know what's happening let's have a look at the game itself. It's very **Infogrames**-ish: bright, colourful, ornate-looking thing with big clear graphics. Certainly no eye strain here (though we haven't seen all the worlds).

The playing area (in our shots, the green bit) scrolls vertically as you take the apprentice up the screen. And coming down the screen are heaps and heaps of vicious looking creatures sent by the demonic gods, all trying to hinder your progress. There are troll-type spooks, skeletons, goofy minions, oriental-looking warriors and something I don't know the name of but certainly isn't friendly.

Each character has its own way of attacking (hand-to-hand combat, projectile, scimitar, bludgeon) and you have to determine the best way of dealing with each one because some creatures take more power to destroy than others. In addition to the 24 different magical spells which are collected you're also blessed with a fire stick which reduces opponents to a pile of ashes — it's a funny thing to see (as one of the screenshots show).

Belting through and reaching the end of each world is your objective; it's towards the end that the greater part of the lost spells and phials lie, as does the evil god of that particular world. Having overthrown a level's god, the Great Wizard H...'s (let him always get the cherries from the fruit salad) Krystal Bowl appears and transports you to the next dimension.

Mystical certainly sounds, and looks, like it's heading for corkerdom, like the rest of **Infogrames**' recent Spec efforts and, basically, I can't wait to play it. (But I'm going to have to. Pthrtrt!.)

■ *Mystical* from **Infogrames** is out any time now and costs £10.99 on cassette and £15.99 on disk.

BIG 'N' BRUTAL

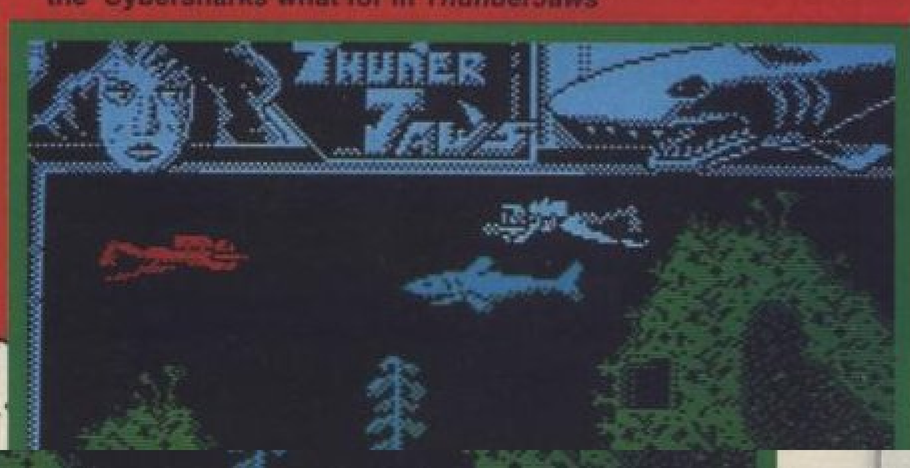
THUNDERJAWS

Sharks. Not very nice, are they? Have this tendency for swimming up from the depths and munching people on lilos. Brrrr! And that's only *ordinary* sharks. There's this other type — metallic, robotic sharks that don't even bother munching people on lilos. They just grab beautiful maidens (that's a bit sexist, isn't it?) and transform them into lizard monsters!! Yeeeeek! And where does one encounter such a shark? Why, in Tengen's forthcoming game *ThunderJaws*, of course!

Yup, *ThunderJaws* is an underwater action adventure starring cybernetic sharks, mutant mantas, bionic wolves (though, what wolves are doing underwater is anyone's guess) and lizard ladies. It's a one- or two-player game with you as a brave explorer of the ocean depths who stumbles across this infestation of metallic mayhem.

As a scuba diver, swim down through Cybershark patrolled waters to locate a submerged laboratory. In the lab, attack and defeat the evil villains who are capturing said maidens and turning them into lizards (remember to take your kit off, this bit's set inside)! Then escape and swim through dangerous underwater caverns that are still shaking from powerful seaquakes! Finally, venture through deadly underground caves, swarming with bizarre demons, rocking with volcanic activity! Oooh, doesn't it all sound thrilling?! Snorkels at the ready for May, folks!

Take control of either the red or blue diver and give the Cybersharks what for in *ThunderJaws*






CRASH
ZX SPECTRUM
THUNDERJAWS
Tengen
OLIVER FREY

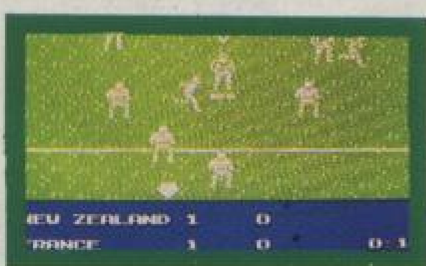
ORTS ACTION RUGBY

y is such an odd concept: first you've got this ball. Except it's ry spherical — more like a all stretched horizontally. Then et two teams who chuck the all up and down a big field, to 'try', then jump in a big nd finally get sloshed down ub. And it's all about to be ated on your Speccy (well, from the last two bits, ps) thanks to **Audiogenic** and ew label **Sports Action**. *rts Action Rugby* is a full ation of the roughest, toughest on a pitch with what's already g like a lot of fast paced . The game's being coded up nton Designs (who created onth's cover smash, *ers*), so it's bound to be a un! Features include a league so you and up to eight other s can trash each other, or gainst a computer-controlled Alternatively, friendly matches e arranged.

got all the stuff like scrums, and kicking to touch and it's



● You're the player with the solid arrow over his head. The bar by his feet controls the direction and power of a kick



● Rugby — it's just not cricket

all displayed in well-defined large graphics — and there's a small scanner which can be called up which provides a complete view of the action.

Passing's done in a sort of automatic way with the ball going to the most appropriate player in the desired direction and kicking is achieved by holding down fire and then releasing it when the directional bar (there's one beneath each player) is highlighted in the right direction. The longer fire is held, the more powerful the kick. *Sports Action Rugby* is appearing on both the 48K and an enhanced 128K version in the near future.

■ *Rugby* will be followed by *Sports Action American Football*, also being coded by Denton Designs, with a summer release pencilled in (very lightly, though).



● *The Famous Five: Five on a Treasure Island*: It was first out on the Coupé and and now it's out on the Speccy! Hurrah for Enigma Variations's spiffing adventure featuring Enid Blyton's famous kids: Danny, Joe, Jordan, Donnie and Jon (erm, are you sure you've got the right kids? —Ed).



● *Armalyte*: One of the best ever, ever, ever Commodore (spit!) 64 games is making its way onto the Speccy — the manic shoot-'em-up of huge proportions is hitting your screens in the very near future from Thalamus. Zowie!

PREDATOR 2™

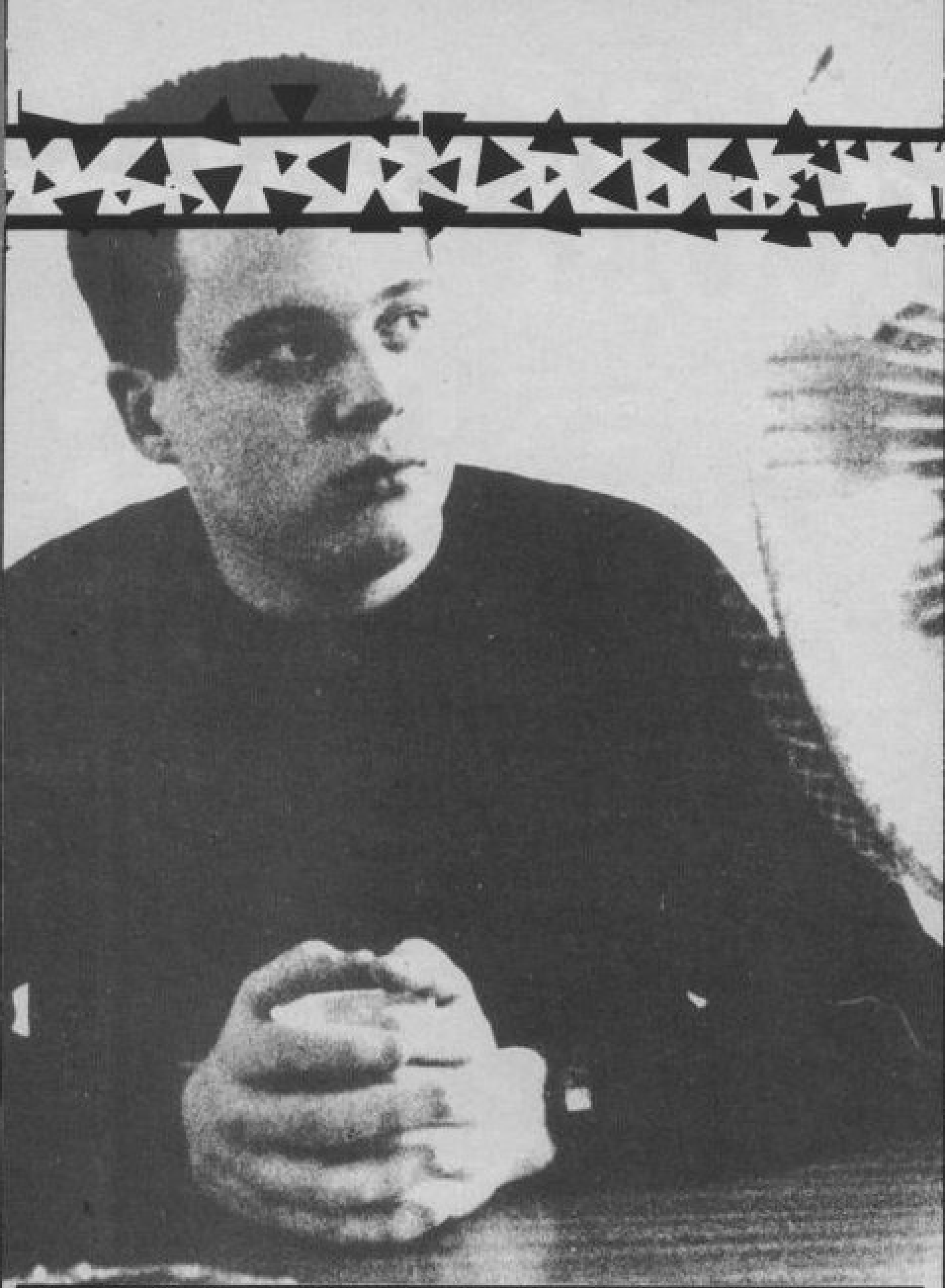


. . . HE'S IN TOWN WITH A FEW DAYS TO KILL

AVAILABLE ON:

AMIGA, ATARI ST, COMMODORE 64/128,
SPECTRUM, AMSTRAD CPC, IBM PC & COMPATIBLES

IMAGE WORKS, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071-928 1454 Fax: 071-583 3494.



Nick's PLAYING TIPS

Disaster has struck! I've gone and caught a right stinker (or should that be stonker?) of a cold. I might as well have not bothered getting a red nose for Comic Relief, natural ones are much more impressive! I just managed to soldier on with the tips, though (in between gulps of Buttercup Syrup), so you won't go without your monthly fix. (What a trooper Nick is. I think I should give him a big wage rise —Ed) (I didn't actually write that, viewers —Ed) Somewhere around these pages you should find (unless film planning have printed it all in white ink on white paper!) a great map of *Turrican* and tips on the latest games, *Night Shift* and *Tarzan Goes Ape* to name but two.

ZOMBI

More fun and games with rotting flesh with these *Zombi* tips from Jonathan O'Connor **of West Hampstead, London.**

Click on the helicopter door to open it and push the top icon to get in. Get Alexandre to drop the keys, go down to the third floor with Patrick and get the petrol can and gloves from the cupboard. Then use the lift to get down to the office on the second floor. Get the keys and go up to level four in the lift. You'll find three keys there — one per lorry. The first key is for the lorry at the back of the supermarket (come out of the lift and keep going backwards until you're outside then press left and you'll see a truck). Click on the door and get in. You will see a switch in the cab with a line on it. Click on this to turn on the ignition. Then push the right pedal and the message 'door blocked' will appear. Drop the key and choose a new character. Go up to the fourth floor, get the next key and go down to the first floor. When you come out of the lift go left twice, then forwards until you're outside and repeat the above procedure with this truck.

Choose a new character and get the last key and go down to the first floor. Go back once then right twice; you should be outside. Now push right and repeat with the truck. Now with the last character, go to the sports shop and get the rope. Go to MacDonald's and open the window. Use the rope and one character will climb up. Go back onto the balcony, use the rope and another character will climb up. Now all exits are blocked. To replace the fuse first get a fuse from the electrical shop. Give this to the person with the gloves. Get another character to fetch the torch from the box in the general store. Take these two people down to the basement. All windows must remain closed or zombies will get in. Use the map to reach the fuse box with the two people. Only move them into the place where the torch is. At the fuse box use the gloves and put the fuse in the box. Now go to level four, push the button on the computer and the lights will come on.

Now all you have to do is collect all the corpses and drop them into the freezer in the basement. After this a new type of enemy will appear — men with rings on their fingers. These are Hell's Angels. Get the person with the petrol can to go out through the rear exit and turn right. You should see their van. Click on the petrol cap to open it. Now go back to the garden shop, get the hose pipe and go to the van. Click on activate with the hose showing and the message 'petrol can filled' should appear. Go to the chopper and use the can to fill the tank. Now just kill all the Hell's Angels, dispose of their bodies and get the characters to the chopper. Use the character to fly the chopper. You will fly above the zombies and have won.

THE SPY WHO LOVED ME

Ahh, it's nice to be loved isn't it, even if it's only by a spy! Jonathan O'Connor **(of *Zombi* tips fame) has sent in these bits of info on how to get on in the game.**

- On level one learn how to control the car. Don't go fast, especially around corners. Collect as many tokens as possible.
- Don't go too fast in the motor boat, either. Ignore the boats which don't fire much but dodge the bullets from the rest. To destroy them line yourself up in front of them and fire. Keep to the right of the pier or you'll get trapped.
- In the second car scene keep your speed down again. When you drive into Q's lorry the first time don't buy anything if you don't have enough tokens. Pick up 150 tokens and buy something next time around.
- In the submarine stage just keep firing. Collect the power up add-ons.
- The wet bike stage is the same as the last one.

CHEEKY CHEETS with MC Nicko!

Navy SEALS
On the high score table type in CLUBBING SEASON. You'll then be given information on how to skip levels and choose any weapon you want.
(Simon Gould)

Gilbert, Escape From Drill
If you die in the water you'll be put back on land but still be swimming — weird!
(Ian Gleave)

Stormlord 2
Press ENTER during the game to skip levels. A bit easy that one!
(Simon Gould)

Kwik Snax
On this jolly Dizzy game if you score over 80,000 points the game will crash. This is not actually a cheat but an annoying bug that Code Masters didn't spot!
(Karen Wardle)

STREET GANG

I've already printed some pokes for this budget game but for those of you who would rather have a few hints than blatantly cheat here are some tips from Barrie Biscoe **of Epping.**

To complete *Street Gang* just jump all through the eight screens. At the ▶

end of each level there is a bonus from which you have to choose a bin. On these charts it tells you what are in the bins, what weapons are in what sheets and where the bin men shoot.

Level One: Bin 1 — Loose weapon
Bin 2 — Gain life
Bin 3 — Gain points
Bin 4 — Loose life
Baseball bat on sheet 2
0 Bin men

Level Two: Bin 1 — Loose life
Bin 2 — Gain points
Bin 3 — Gain life
Bin 4 — Loose weapon
Baseball bat on sheet 2
0 Bin men

Level Three: Bin 1 — Gain life
Bin 2 — Loose life
Bin 3 — Loose weapon
Bin 4 — Gain points
No weapon
Bin men — sheet 2 shoots left, sheet 5 shoot right

Level Four: Bin 1 — Loose life
Bin 2 — Gain life
Bin 3 — Loose weapon
Bin 4 — Gain points
Shotgun on sheet 5
Bin men — sheet 1 shoots left, sheet 4 shoot left

Level Five: Bin 1 — Gain life
Bin 2 — Loose weapon
Bin 3 — Gain points
Bin 4 — Loose life
Baseball bat on sheet 2
Bin men — sheet 2 shoots right, sheet 4 shoots left, sheet 6 shoots right.

Level Six: Bin 1 — Gain points
Bin 2 — Loose life
Bin 3 — Gain life
Bin 4 — Loose weapon
Shotgun on sheet 2
Bin men — sheet 3 shoots left, sheet 4 shoots right

Level Seven: Bin 1 — Loose weapon
Bin 2 — Gain points
Bin 3 — Loose life
Bin 4 — Gain life
Shotgun on sheet 2
Bin men — sheet 1 shoots left, sheet 3 shoots left

Level Eight: Shotgun on sheet 2
Bin men — Sheet 2 shoots left, another on sheet 2 shoots left, sheet 4 shoots right.

SUPERCOM

This code-cracking cover tape from way back in October 1990 has been very popular with the tippers. Here's what Carole **of Eastbourne had to say about the game.**

1 ■ To find the missing digit of the telephone number go to modes 2 and 3. This will tell you that the number is between two numbers (eg, 00 and 25).
2 ■ When you get through, note down the range of photocopiers and the number of Radnage Road.
3 ■ Now go to modes 2 and 3. This will give you another phone number but with a digit missing — find the missing digit!
4 ■ Type in the four-letter code you noted down in step 2. Write down the information you're given. Close the phone link.
5 ■ Ring Telstar. Enter the code and close the phone link. Go to modes 2 and 3, write down the code and phone Telstar. Again work out the missing letter/digit. At the moment, you don't know the serial number so close the phone link.
6 ■ Now phone Supersoft. When you try to figure out the missing letter/digit you'll probably get a few interruptions. Unfortunately, you'll just have to put up with this. Once you've cracked the code, write

night shift

Wake up all you budding Freds and Fionas out there because I have some help for you on that brilliant new release from US Gold, *Night Shift*. This game is totally infuriating but great fun at the same time. This should get you through the first ten shifts.

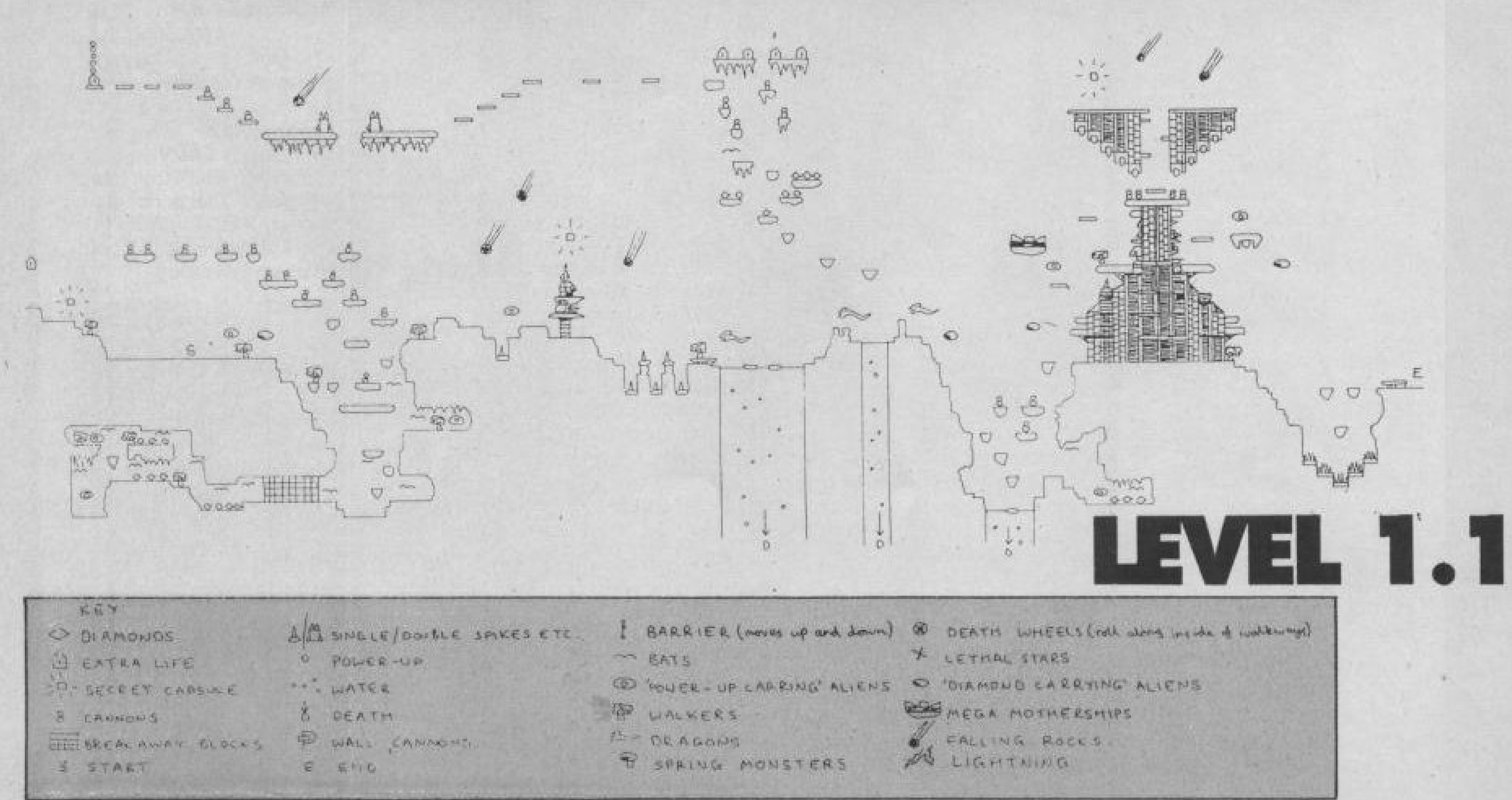
TAKE A SHIFTY AT THIS

★ It's recommended that you put the switches, conveyor belts and Jacob's ladders moving in the right direction when you first go up to the top to switch on the Beast itself. Activating it at the top first and then running down hitting switches left, right and centre as you go is risky as it's easy to miss a switch and get left behind by the falling heads/bodies. Work your way up, activate the Beast and then use the umbrella to get back down.

★ The Bunsen Burner is tricky to set to the right temperature at the

TURRICAN

LEVEL 1.1



start as its initial situation (on or off) is random (it's also particularly difficult to fine-tune as the small screen area doesn't allow you to see the resulting raw materials coming out). If the Burner is initially off, then light it and heat it on full for three or four seconds and then bring it down to power rating three. If the bunsen is already burning (at any heat setting), lower its heat to one and wait for the steam to stop, wait a second or so more and then raise the heat to setting three. If the liquid isn't bubbling then increase the heat until it does and then fine-tune the heat so that you end up with a heat setting of three (the middle setting).

★ Timing is everything if you want to correctly match the bodies and heads. This should be your main priority once you've got the Beast working. Change the Jacob's ladders to ensure the bodies go down before the heads (make the heads take the long route round the Jacob's ladders if need be) and use the conveyor belt switches on the Bonding Unit belt to fine-tune the timing of head/body matching. REMEMBER! THE BODY GOES FIRST! Keep an eye on the Quality Control to confirm that the final dolls are correctly manufactured.

★ The best place to stay to observe the final effect of heads bonding with the bodies is on the ledge just above the right-hand side Bonding Unit conveyor belt. From here you can flick the switch controlling the final head conveyor belt and momentarily keep a head from going up the tube to the final matching process (which allows a body part enough time to get up the tube into the matching receptacle in the middle). To stall a head, flick the switch and then flick it back once the body is about to go up the tube (experiment to get the timings right).

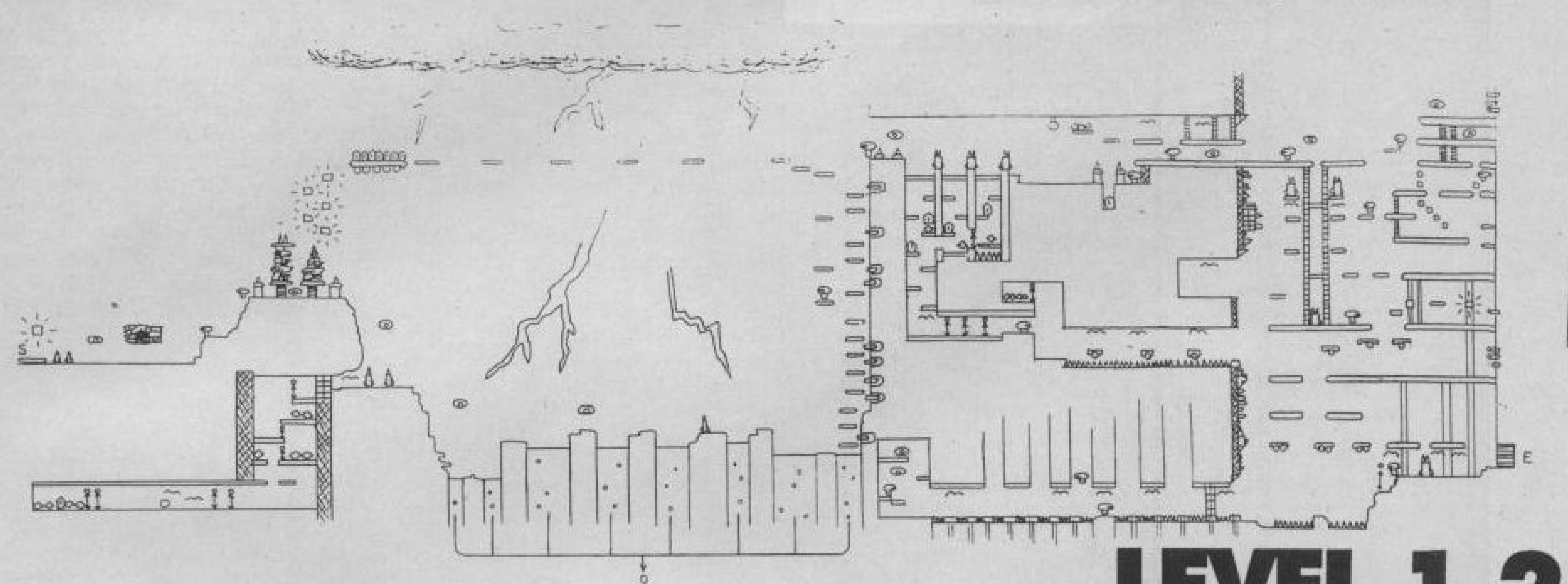
★ The balloon is excellent for getting up to to a ledge fast. Collect as many as you can and use them efficiently. The umbrella is good for getting down but not as good as falling down sheer drops (provided you know where they are).

★ The lemmings are annoying but not too much of a problem as they don't mess with the Beast switches (to begin with) and you can jump over them easily enough anyway. Hoover them up or set Venus flytraps if you want, but otherwise don't waste your energy if other things need to be done. Larry Lawyer is a pain, though. At all costs avoid getting caught in a corner with Larry as he can keep hitting you and knocking you out and lose you the game.

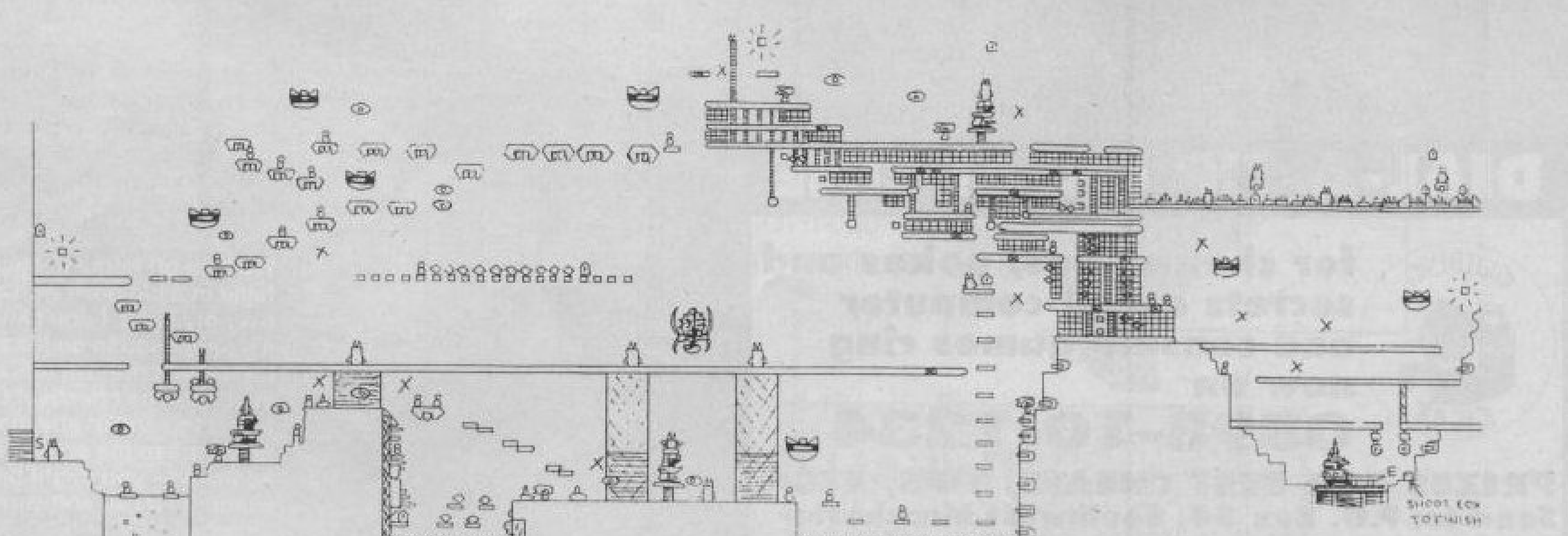
★ Extra Time is the most important icon to collect if you've got at least one of everything else. If you see a tool or icon then collect it: you'll need as many as possible for the later levels. Particularly balloons and (to a lesser extent) umbrellas.

★ When constant paint flushing/mixing is required, the best place to stay (once all the switches are in their correct settings) is by the paint wheels, of course. Here you can stay until the end of the shift and tackle Larry Lawyer, Hoover up the lemmings and set Venus flytraps with little to worry about (other than the paint mixtures of course!). Watch for the head and body moulds falling down when they change to creating the new dolls.

Many thanks to Steven Downey **of Worthing, West Sussex, for his excellent map of world one of Rainbow Arts' megablaster, *Turrican*.**



LEVEL 1.2



LEVEL 1.3

★ The basic checklist of items you need to set for all the shifts is as follows (going from the bottom of the Beast upwards).

1 ★ **Power Cycle** Ride the bike until the bulbs flash faster.

2 ★ **Head/Body Bonding Unit Conveyor Belt Switches** Switch so that both belts move towards the middle, away from the far edge bins.

3 ★ **Raw Material Conveyor Belts Switches** Switch them so that the belts move away from the bin in the middle.

4 ★ **Loose Bolt on Resin Mixer** Do this up with the Spanner/Wrench first.

5 ★ **Electrical Plug for Raw Material Feeder** Kick this in next.

6 ★ **Bunsen Burner** Use the Match to light it and fine-tune it to a power rating three (middle setting).

And depending on the shift you're on, check the following.

7 ★ **Furnace** Use the match on the coal.

8 ★ **Paints/Paint Mixtures** These are vital! Set up the paint colour in the vat ready for the first doll as you make your way up to activate the Beast. Flush if need be but keep checking these.

9 ★ **Quality Controller** Very useful. Eliminates incorrectly matched and mismatch colour dolls but doesn't detect dolls of all one incorrect colour.

10 ★ **The Paint Showers/Drying Fans** Vital. Switch on all as soon as possible.

11 ★ **Head/Body Frequency Settings** Low frequency selected by a high bar setting for both.

DON'T FORGET TO RIDE THE POWER CYCLE NOW AND THEN TO KEEP ELECTRICITY FLOWING!

★ Passwords and hints

Shift One
Password: BANANA/LEMON/ BANANA /BANANA or No Password
Dolls: 5 STORMTROOPERS (Any Colour)

The first level sees very few problems as you don't need to worry about colours or anything. It might be worth juggling with the conveyor belts to make sure mismatched colour heads and bodies are eliminated but I'd leave it all alone once it gets going if I were you.

Shift Two
Password: CHERRY/BANANA/ BANANA/ LEMON
Dolls: 5 ZAK McCRACKENS & 3 RAZORS (Any Colour)

Two different bodies, two different heads but again no problems. Again it's best to leave the Beast to do its own thing once you've got it going correctly. Any female/male combination head/bodies may look odd but it's more trouble than its worth to try and correct them.

Shift Three
Password: BANANA/CHERRY/ PINEAPPLE/PLUM
Dolls: 5 RED INDIANA JONESES

Now here comes the Paint Selection Bit. Only one colour is needed so no problems there. Select red first, switch on everything and leave it to it. The Extra Time icon can appear quite often on this screen so go for it if you see it.

Shift Four
Password: PINEAPPLE/LEMON/ PINEAPPLE/PINEAPPLE
Dolls: 4 BLUE EDNAS & 4 RED STORMTROOPERS

You'll need to flush the paint with white before changing to red. Do it just as the new body falls down to the Shower, ensuring the head before it gets through before the paint change. Mind you, I could live with one or two mis-coloured heads or bodies.

Shift Five
Password: PINEAPPLE/ PINEAPPLE/ LEMON/CHERRY
Dolls: 4 BLUE BOBBINS & 2 YELLOW R2-D2S

Quality control comes in on this screen and at least you won't have too many deductions getting through from now on. Switch this on immediately and check on it to make sure it's Quality Controlling okay.

With regard to the paint it's easy enough to flush and change to blue paint quickly but flushing and running over to the yellow takes time (especially if the lemmings are around your feet). Kick/kill the lemmings before you change to yellow paint for these. No probs otherwise.

Shift Six
Password: CHERRY/PLUM/PLUM/ PINEAPPLE
Dolls: 2 RED LUKES, 2 BLUE DARTHS & 2 YELLOW OBI-WANS

Three dolls to worry about so you'll be kept on your toes flushing the paint and running between paint squeezer cogs. Fairly standard stuff still, but go all-out to pick up Extra Time, as often I've fallen short of quota by one doll on this level.

Shift Seven
Password: CHERRY/PINEAPPLE/ LEMON/BANANA
Dolls: 3 BLUE R2-D2S & 3 GREEN LUKES

Two problems come into operation here. Firstly the blue paint must have yellow added to it to make green for Luke, followed by a complete flush again to get the blue for R2-D2 afterwards. And secondly the Drying Fans and Paint Showers on each side need to be switched on. Miss any one of these and you can't finish the level. Switch everything on at the start and all you need to worry about is mixing in the yellow to make green at the right time. Simple-ish!

Shift Eight
Password: PINEAPPLE/BANANA/ PINEAPPLE/CHERRY
Dolls: 3 BLUE DARTHS, 3 GREEN BOBBINS & 3 YELLOW OBI-WANS

Even with 3 types of doll there's still no great problems. Speed is the key to success for this level. Immediately upon sighting the Obi-Wans falling through towards the Shower and Fan combination, flush the paint and get over to the yellow sharpish (the frequency of heads and bodies is speeding up, if you didn't notice already).

Shift Nine
Password: PINEAPPLE/LEMON/ LEMON/CHERRY
Dolls: 4 RED DEVILS & 2 YELLOW C-3POS

A simple enough, small scale quota except you've now got the Frequency Springs for both the heads and bodies to worry about. Jump on the frequency springs until the bar is at the top for both the head and body (which keeps the frequency of head/body change low). If you change the frequency to high (with the head/body bars at the bottom setting) you'll get a fast change of each character and some clever setting of switches, conveyor belts and Jacob's ladders is needed if you're to get the heads and bodies connecting right. On top of this you'll have a lot of mis-coloured dolls going through (at least 50%). Basically, high frequency settings are not worth it! Keep the frequency low and the bars high!

Shift Ten
Password: LEMON/BANANA/ PLUM/PLUM
Dolls: 5 GREEN EDNAS & 3 RED LUKES

A repeat of the previous level except you'll need to stay with the paint to flush it after each doll change and also add blue to yellow to make green for the *Eidolon* Goblin dolls. Phew! Things are starting to get tough!

That's the first ten shifts done. If you have any hints, tips, maps or cheats on any more of the game then don't forget to send them in to me because the game is driving me crazy!

COO, LUMMY, IT'S... POKEMANIA!

Turbo Mason comes up with the goods once more — he never let's me down. For the May issue there's:

Kamikaze — infinite lives
Magicland Dizzy — infinite lives
Switchblade — infinite lives
CJ Elephant Antics — 255 lives per level
Gremlins 2 — infinite lives
NARC (128K only) — infinite credits and lives
Dick Tracy — invulnerability
Cavemania — cheat
St Dragon — cheat

Well I'm off home to stick my head in a big bowl with a towel over my head. I don't know what it's supposed to do for a cold but I've seen it done in lots of films so it must be effective! Don't forget to send in any maps, tips or cheats to me at the usual address — you might be the winner of a £40 software voucher! NEWSFIELD, NICK 'A FIRST CLASS RETURN TO DOTIGAB PLEASE' ROBERTS, PLAYING TIPS, CRASH, LUDLOW, SHROPSHIRE SY8 1JW.

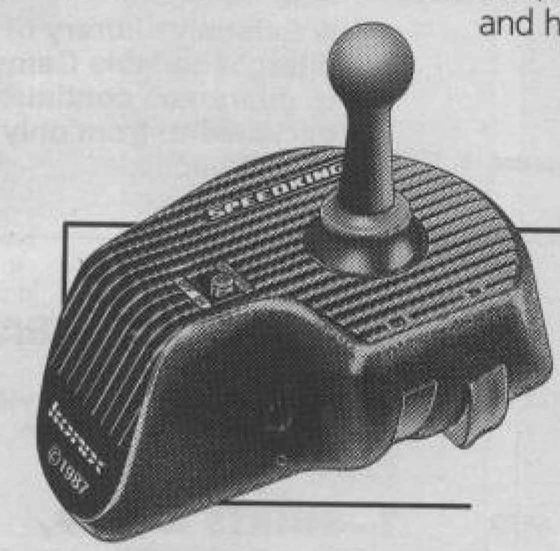
WORLD CLASS HOTSHOTS FROM

KONIX
COMPUTER PRODUCTS
The fastest reactions in the business



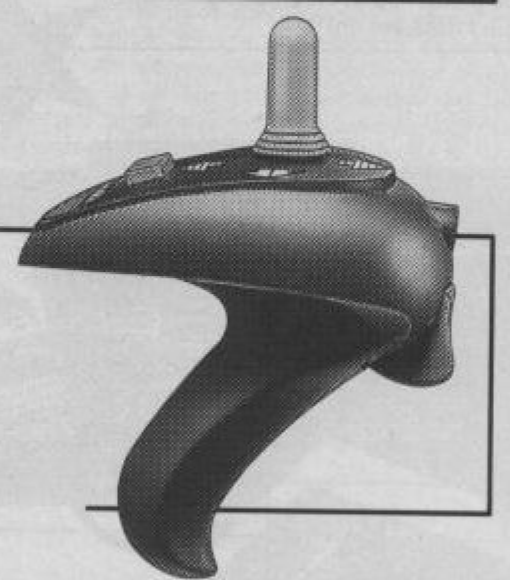
SPEEDKING
formidable firepower in the palm of your hand

Designed for super accurate, high speed action. The fire button is positioned right under your trigger finger and unique micro switches let you feel and hear every move of the stick.



SPEEDKING
with AUTOFIRE

SpeedKing performance plus easily accessible autofire switching for instant and even firepower.



NAVIGATOR
awesome accuracy at your fingertips

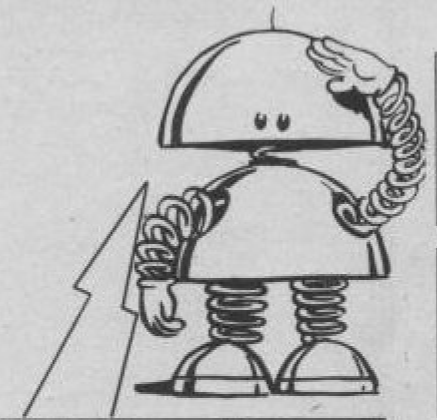
Ergonomically designed for perfect grip, the natural trigger finger action gives super fast response with minimum fatigue. Unique microswitch modules give you precision control that you can feel and hear.

UNBEATABLE RELIABILITY

SpeedKings and Navigator are fitted with unbreakable steel shafts and built to even higher specification than before. So you'll probably never need the 12 month guarantee that comes with them.

MAIL ORDER

BUY YOUR SAM COUPÉ FROM CRASH!



SAM COUPE PACK ONE
The computer, the disk drive, the power pack, the manuals, the tapes and Flash! - the art program! All for £199.95

SAM COUPE PACK TWO
The computer, two disk drives, the power pack, the manuals, the tapes and Flash! - the art program! All for £275

Hi! Sam here. This is your chance to catch up with the latest and hottest computer around - the SAM Coupe. You can now buy your SAM Coupe straight from CRASH - a guarantee of reliable and efficient service.

DISCOUNT SAM COUPE SOFTWARE
Famous Five on a Treasure Island, Sam Multipack 1, Defenders of the Earth, Mind Games 1, Sam Tape III.
Tapes £9.99 each, Discs £11.99 each

AND THOSE OPTIONAL EXTRAS
Coupe Disk Drive £79.95
256K Memory Pack £39.95
Communications Interface £29.95
External Disk Drive Interface £29.95
Scart Monitor Cable £9.95
Midi Cable £6.99
Advanced Technical Manual £15.99

Export orders please add £10 for extra handling charges.

CHEETAH'S HANDY GAMATE CONSOLE!



GAMATE ONLY £59.99!

The pack includes:
- Game System Console
- Stereo Headphones
- Manual
- Gamate Gamecard Witty Apee
- 4 AA Batteries

ONLY £59.99
inclusive of FREE game & VAT

Features:
- Dot Matric LCD screen
- Single player or dual player facility with optional lead
- Extensive library of interchangeable Gamecards to guarantee continued excitement, from only £14.99 each!

The following consoles are available at £5 off recommended retail price. This is an amazing bargain you just can't miss out on!



he following GAMEMATE game cards are available (all at £14.99):

C1011 MONEY MAZE
C1004 MIGHTY TANK
C1006 MINI-GOLF
C1003 TENNIS
C1005 BRICK BLASTER
C1007 GALAXY INVADERS
C1021 MYTH OF ASAMIA
C1014 TIME WARRIOR
C1009 TORNADO
C1012 BASEBALL

	RRP	DEAL
ATARI LYNX incl. console, California Games & Videolink	179.99	174.99
NINTENDO GAMEBOY incl. console, earphones, videolink, Tetris game pack, batteries	69.99	64.99
NINTENDO CONTROL DECK incl. control deck, 2 controllers, Super Mario Bros game pack	79.99	74.99
NINTENDO MUTANT MACHINE incl. control deck, 2 controllers, Teenage Mutant Hero Turtles game pack, poster	79.99	74.99
SEGA MASTER SYSTEM incl. console, 2 joypads & Super Hang On	79.95	74.95
SEGA MASTER SYSTEM PLUS incl. 2 joypads, light phaser, Super Hang On & Sa	99.99	94.99
SEGA SUPER SYSTEM incl. console, 1 joypad, light phaser, 3D glasses, Super Hang On & Missile Defence	129.99	124.99
SEGA MEGA DRIVE (16 bit) incl. console 2 joypads, 'tered Beast	189.99	184.99

CRASH SPORTS BAG £6.99
Get a whizzo CRASH sports bag with tw carrying handles and a removable shoulder strap!

T—SHIRTS £4.99, SWEAT SHIRTS £7.99

CRASH SURFER
T—Shirts only sizes M

CRASH RED MOON
T—Shirts only sizes M,XL

CRASH BLACK
T—Shirts sizes S,XL
Sweat Shirts sizes S

CRASH WHITE
T—Shirts only sizes M,XL

CRASH KING GRUB
T—Shirts only sizes M



CRASH CAP £3.99
T.G.M. CAP £1.99

CRASH/ZZAP TRACKSUIT £7.99
small only

PRICES INCLUDE POSTAGE, PACKING AND VAT. NO HIDDEN EXTRAS

Please note — all offers on this page are while stocks last, order now as our policy is first come firs serve!

VISA **HOTLINE 2 to 4 pm ☎ 0584 875851 ☎** Access VISA







POSTERS £3.99
Colossal A1 size posters, featuring the best of Oliver Frey's artwork! Red Moon, Zombies of the Night, Kepler of Mars, Metro Force 1.(not shown)

CRASH STICKS

DYNAMICS COMPETITION PRO 5000 (NORMAL)
Features arcade quality microswitches, dual fire buttons, robust steel shaft and rubber return for smooth control.
OFFER £13.50



DYNAMICS COMPETITION PRO 5000 (CLEAR)
Same as PRO 5000 NORMAL, but with see-thru body.
OFFER £13.99

DYNAMICS COMPETITION PRO EXTRA
Features rapid fire, unique slow motion and see-thru body.
OFFER £14.99

POWERPLAY CRYSTAL STANDARD
Clear joystick with red fire buttons and pistol grip handle.
OFFER £14.99

POWERPLAY CRYSTAL TURBO
Same as CRYSTAL STANDARD, but includes fast Autofire action.
OFFER £16.99

POWERPLAY CRUISER BLACK
With dual lead for spectrum 48K/128K/Plus/PLus2/Plus3.
OFFER £9.99

POWERPLAY CRUISER CLEAR AUTOFIRE
Simply by holding down either of the fire buttons engages Autofire.
OFFER £12.99

THE CRASH HOT SIX

3D KIT
Domark
19.99
Save £2

WRECKERS
Audiogenic
£8.99
Save £2

SKULL & CROSSBONES
Domark
£7.99/11.99
Save £2/£3

SUPER MONACO
US Gold
£9.99

PREDATOR
ImageWorks
£8.99/11.99
save £2/£3

JK'S SQUASH
Krisalis
£7.99/11.99
Save £2/£3

SOFTWARE MEGADEAL

If you wish to order any software that is currently available please use the following Special Offer discount table to calculate your Offer price using the reccommended retail price as quoted on the software houses adverts

RRP	OFFER	SAVE
4.99	3.99	1.00
5.95	4.74	1.20
7.95	6.40	1.55
7.99	6.44	1.55
8.95	7.20	1.75
8.99	7.24	1.75
9.95	7.95	2.00
9.99	7.99	2.00
11.99	9.99	2.00
12.95	10.40	2.55
12.99	10.44	2.55
14.95	11.95	3.00
14.99	11.99	3.00
19.95	15.95	4.00
19.99	15.99	4.00
23.00	18.40	4.60
24.95	19.95	5.00
28.95	23.15	5.80
29.95	23.95	6.00
34.95	27.95	7.00

FREE GAMES!

Furthermore, order any three £2.99 games and we will give you one £2.99 game absolutely free.

DISCOUNT HOTLINE

Please phone 0584 875851 now between 9 and 5pm and ask for Discount hotline and we will give you availability and release dates for your software order.

BACK ISSUES

LIMITED NUMBERS AVAILABLE!

The following limited stock standard issues are availcble for a measly £1.75 each.

17 to 37, 38, 39, 41 to 53, 55 to 57, 61 to 64

The following COVERMOUNTED issues are at a premium and going like hot cakes! They are available at a mere pittance for £2.35 each.

54, 58 to 60, 65 to 68, 70 to 82



HOW TO ORDER

Please fill in the coupon below and remember, if you are ordering software make sure you have specified which computer it is intended and whether you require cassette, disk or cartridge format. Similarily, dont forget to indicate garment size for cloathwear. Alternatively phone our hotline ordering service between 2 and 4 pm for fast efffective service (credit card payment only).Prices valid for UK/Eire/Europe only. For Overseas orders please add £2.00 per item for Air Mail delivery.

CRASH MAIL ORDER ISSUE 88

Name ______________________

Address ______________________

____

____

Post code ______________________

Tel no. ______________________

Description	Format/Size	Price
	TOTAL ORDER	

Method of payment (please circle) Access I Visa I Cheque I PO

Credit Card No [ ]

Expiry Date [ ]

Please make cheques and postal orders payable to CRASH ltd.

SEND THIS FORM TO:
CRASH Mail Order, PO IBox 10, Ludlow, Shropshire, SY83 1JW


WHO IS
DARKMAN™
?
DARE TO
FIND OUT ON...
0898 345 675
Hundreds of great prizes are available in the "WHO IS DARKMAN" Mystery Game based on Sam Raimi's major new film DARKMAN.
CD PLAYER, GAMES CONSOLES, CASH, VIDEO FILMS, T-SHIRTS, POSTERS.
Calls charged at 33p per min, cheap rate. 44p per min all other times.
PHONE PROGRAM COMPANY, SHEFFIELD S1 4FS.
Darkman © & TM 1990 Universal City Studios Inc.
All rights reserved. Licensed by Merchandising Corporation of America.

3D CONSTRUCTION KIT

A CRASH Smash



Domark ■ £24.99

One of the great programming innovations over the past few years has been Freescape, a system of creating a three dimensional world where the player can have total control over movement. No longer were you only able to walk around objects, you could fly above them and look down, stand below and look up — the possibilities were endless.

Incentive produced four games using Freescape: *Driller* (97%, Issue 47), *Dark Side* (95%, Issue 54), *Total Eclipse* (93%, Issue 60) and *Castle Master* (85%, Issue 76). Now they've gone one step further — *3D Construction Kit*.

Basically, this is a utility to create your own Freescape worlds. The original games were created by typing in lists of coordinates (a very tricky business) but now it's as easy as two key presses to put a 3D object on the screen. The kit uses pull-down menus and a pointer which are simple to use and understand.

You choose the shape you want from a list including hexagons, triangles, cubes, lines and pentagons and can then stretch, shrink, turn and shade it and position it in your world. Using this method complex buildings can be easily built up.

Creating buildings and doors to walk around is all very well but would make a very boring game. This is why a 'conditions' option has been included. By putting a condition on a certain object (IFSHOT THEN GOTO AREA 2, for example) you can start to make a game. In *Total Eclipse*, shooting blocks created stairs and in *Castle Master* a switch opened the drawbridge. Each part or room of the game is called an area. You can have as many areas as memory will allow.

As you can imagine, storing and calculating the movement of all the objects you put into a game can be very memory hungry and annoying when you think that many of the objects are simply repeated from area to area. Global objects can be used to save having to recreate a new situation each time. An example of this is four walls and a ceiling for a room. You can just use the global object for this as each room of your game.

Sensors can be used to make something react when the player comes near it — a monster firing at you for example. When creating remember that you're not restricted to building on the ground. You can choose whether you want your player to fly on a jet-pack, in a plane or just walk.

Once you've created the world for your game you can start to concentrate on the presentation. The size of the window your player uses to see into your world can be changed. The smaller you have it the faster things will scroll by.

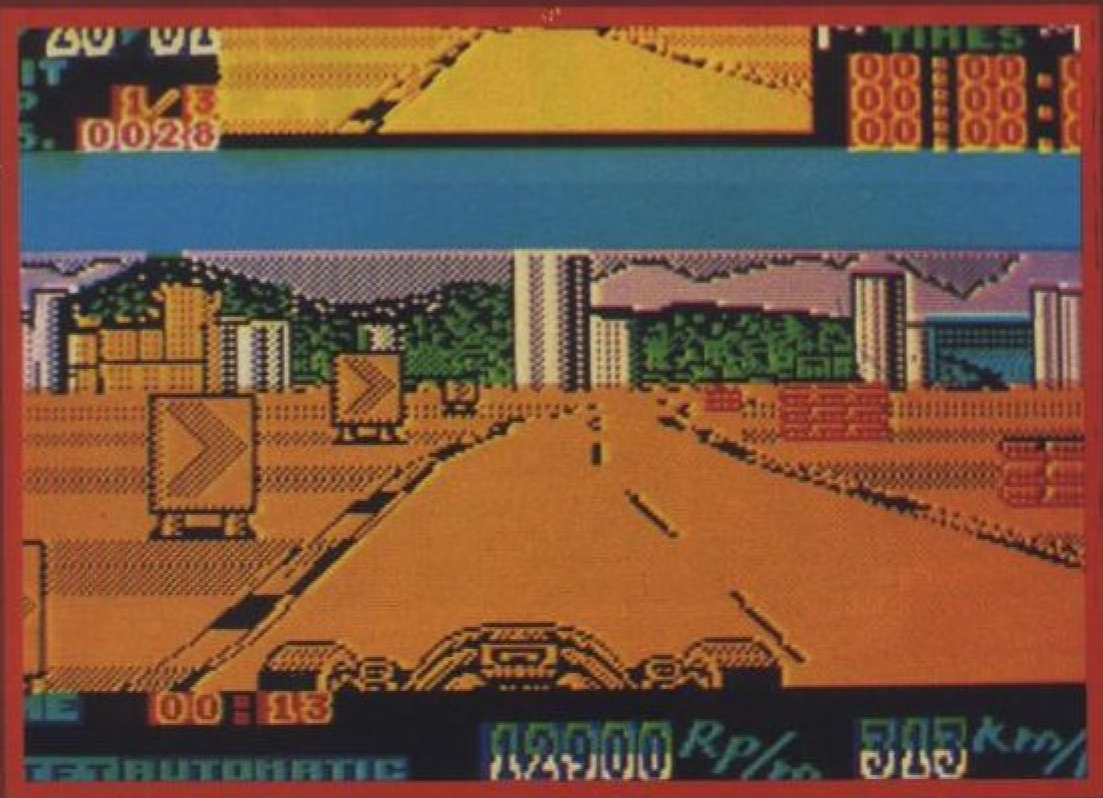
A normal SCREEN$ file drawn with any art utility can be incorporated to use as a border and status panel. Text and score lines to represent energy, lives, etc are a must and there's even an option to use scrolling bars to give your game a more professional look.

Within a few minutes of loading *3D Construction Kit* you will be creating worlds for pleasure or even monetary gain. The great thing about the system is that it creates stand-alone programs so you can load them without having to reload *3D Kit*. Perfect for sending into CRASH Powertape!

This is an excellent game creation utility. Whether you want to create whole games for friends or models of your house to fly over, it's simple to use and great fun.

NICK





● Prepare to qualify! No other cars on the track here — just make a decent time to enter the Monaco Grand Prix

SUPER MONACO GP

● This is the race where all the action happens! Whack it up to seventh gear to cruise past your opponents



NICK Yet another racing game to thrill to. I'm getting a bit tired of them all now, one doesn't really improve over another. *Continental Circus* set the standard and it's all been a bit downhill (excuse the pun) since then. *Super Monaco GP* is a coin-op conversion and a good one but, because it does come from an arcade machine, the gameplay isn't particularly innovative. The usual shaded track graphics and semi-colourful backgrounds are here again and the car always looks like it's going around 5mph when it's really doing over a hundred! I just about managed to get all the way around the track once, but you have be so careful as the slightest prang will bring up a 'fatal crash' sign and it's back to the beginning for you. And that's about it. Fine piece of coding, but unless you adored the coin-op, the action isn't gripping.

69%

US Gold ■ £11.23

That's an odd price, isn't it viewers? £11.23? Eurgh! Y'see, *Super Monaco* was *supposed* to be £10.99 but then the Budget happened and stuck the VAT up, so it's ended up at that price. Phrtrt! Anyway, are you going to get your £11.23's worth? Let's have a look, shall we?

Super Monaco GP is taken from the Sega coin-op of the same name and it's a racing game, set in French Riviera, in one of the most important races of the year.

You start by choosing your transmission: Beginner has a completely automatic gearbox, Amateur has four gears and Professional has seven. As common sense dictates, it's best to start in Beginner mode (but what the hell, I thought, started in Pro mode and soon ended up buried in a stack of hay on the side of the track!).

The game starts in France where you have to complete a qualifying lap to determine your grid placing for the race itself; there are 19 computer-controlled drivers to compete against.

The starting lights flash red, then green and the game begins. Weather conditions can make all the difference. The car is easier to handle in the dry than the wet, so keep an eye on the forecast at the start. Also watch out for the checkpoints throughout the three laps that make up each race: at each one you need to achieve a certain position — fail to do so and it's Game Over.

You also have to complete each track in a dictated position to qualify for the next. In France, it's seventh place or higher, but as you go through Brazil, Spain and finally Monaco the limit closes to third or higher.

Finally, watch out for the obstacles at the side of the road — and other cars, of course. Your car's fairly robust but if you hit too many obstacles you're disqualified.

Racing games are getting like footy sims: if you've see one you've see a hundred. *Super Monaco GP*'s advantage is that it's based on a hugely successful coin-op and if you're a fan of that, you'll be chuffed with the Speccy rendition — it's very playable.

The player's view is from the driver's seat rather than from the rear of the car, and the graphical detail is very impressive, especially on the driver's hands as he throws the steering wheel left and right, battling to keep the car on the track. Background graphics are very colourful, and there's even a bit of colour on the roadside objects to brighten things up. Control of the car is difficult to master, but practice makes perfect.

The thing that prevents *Super Monaco GP* being a real corker is it doesn't quite capture the sensation of speed but, overall, it's a very playable racing game that does US Gold proud.

MARK 80%

RATING

No vast improvements over other race games, but a good conversion of the arcade machine.

PRESENTATION	74%
GRAPHICS	70%
SOUND	73%
PLAYABILITY	77%
ADDICTIVITY	75%
OVERALL	**74%**

+D System

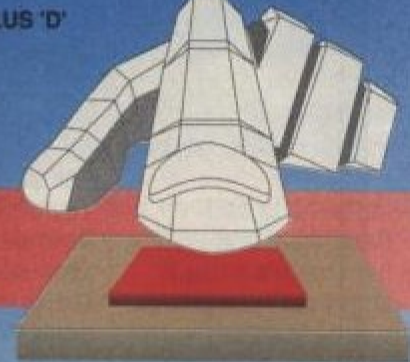
INTERFACE & DRIVE



THE ULTIMATE SPECTRUM ADD-ON!....

WITH THIS AMAZING DISK DRIVE AND INTERFACE PACKAGE YOU CAN BRING YOUR SPECTRUM INTO THE WORLD OF SUPERFAST DISK STORAGE AND RETRIEVAL

- The PLUS 'D' System consists of a top quality double-sided Disk Drive (complete with power supply) and the powerful PLUS 'D' Interface. Plus connecting cable.
- Full 80 track Drive giving almost 800K of fast disk storage using the industry standard 3.5" disks - (available anywhere for under £1.00 each) with enough room for up to 16 full size programs per disk!!
- Offering more than twice the storage capacity of a standard IBM Disk Drive and even more than an ATARI ST, the PLUS 'D' System takes you into the realms of mass storage.
- Load programs at Superfast Speed!! - a whole 48K program in seconds. No more waiting for tapes to load.
- The PLUS 'D' actually gives your Spectrum an alternative operating system with dozens of advanced commands.
- Extremely simple to use but very advanced in it's speed and operation.



BUT THATS NOT ALL!! THE PLUS "D" HAS A UNIQUE "SNAPSHOT" FEATURE!

- Yes, at the press of the "Snapshot" button you can freeze the program in memory and save it to disk.
- Transferring tape programs to disk couldn't be simpler - up to 16 per disk!
- Works with 48K and 128K programs.
- Special 'Screen Dump' feature allows you to print out any screen to an Epson compatible printer. (Printer lead available £9.99 if required)

AVAILABLE FOR 48K/128K/+2/+2A/+3 COMPUTERS (PLEASE STATE WHICH WHEN ORDERING) NOTE THAT THE +2A COMPUTER HAS A BLACK CASE UNLIKE THE +2 WHICH HAS A GREY CASE. IT IS IMPORTANT TO STATE EXACTLY WHICH MODEL OF SPECTRUM YOU HAVE WHEN ORDERING.

If you have your own suitable Disk Drive (Plus 'D' will work with 40 or 80 track 5.25" or 3.5" drives) then we can supply the Plus 'D' Interface separately for

ONLY £59.99

COMPLETE PLUS D INTERFACE AND 800K DISK DRIVE POST FREE!!

ONLY £129.99

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

DATEL Electronics Limited

Access

DATEL ELECTRONICS LTD.

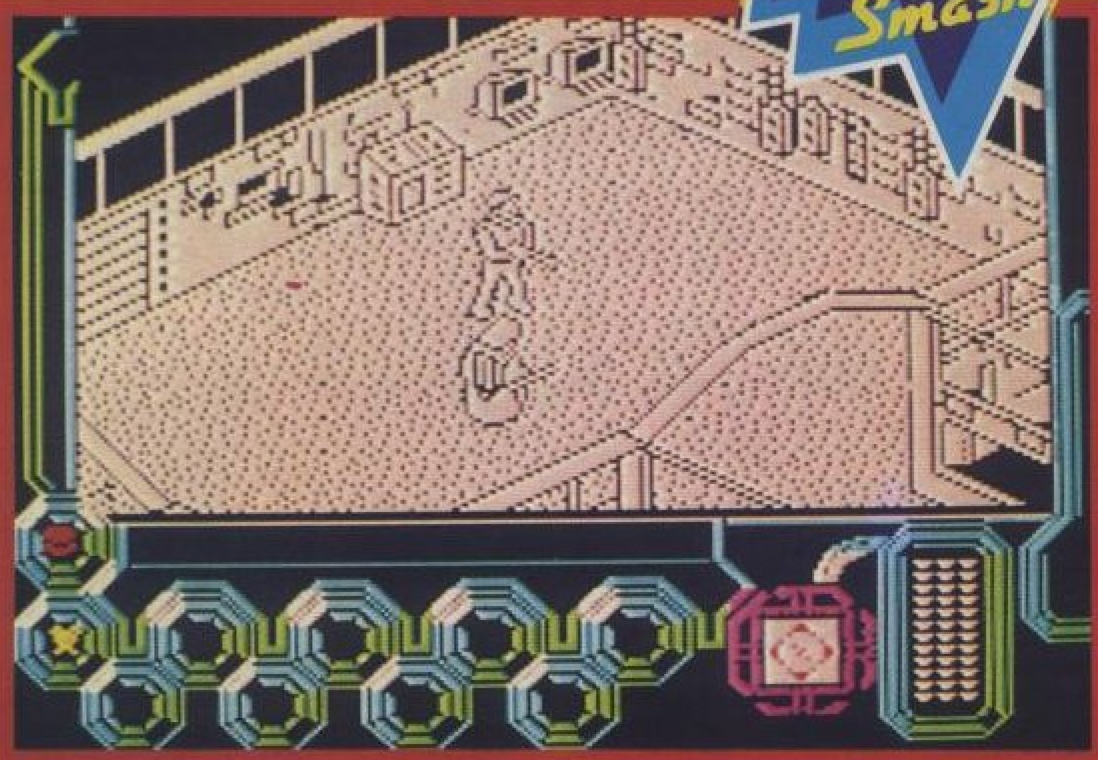
VISA

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND.

FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

P/D 3

A CRASH Smash



● Don't just stand there! The Plasmodian attack is about to begin and you're standing there chatting to a droid! Clot!

NICK You would've thought everyone had got fed up of 3D arcade games like this; they were all the rage a few years back. I for one can't get enough of them, especially when they're as good as *Wreckers*. It's not as immediately playable as other 3D games, you need to have a good read of the instructions and understand what each room's function is before you can really get into it. Once you've got it sussed, I guarantee you'll be playing late into the night. There's such a variety of things to do — one minute you could be walking the corridors blasting alien slime, the next flying around in space zapping the dregs on the outside. *Wreckers* is an excellent game, a perfect combination of impressive graphics, alien blasting and strategy.
92%

Wreckers

Audiogenic ■ £10.99 ■ 128K only

This game is skill. Remember that because it's going to sound really complicated. Skill, skill, skill. Right, let's get on with it.

Essential plot elements: You're one of three keepers on an outpost space station called Beacon 04523N. The Beacon's purpose is to send navigation transmissions to passing ships so they keep on the right track and don't fall into any dirty great black holes. No matter what, you must keep the Beacon functioning. Assisting you are three droids who can clean, fix, explore and defend. If three aren't enough, more can be constructed.

Should the Beacon be invaded, a self-destruct mechanism is initiated, which has a one-hour countdown and can't be switched off until the Beacon's invader-free. Today, the communications computer informed you that organic life forms have been spotted approaching Beacon 04523N...

Wreckers is an isometric 3D arcade adventure with lots of strategy and blasting. There's heaps to do and the Beacon is pretty big, consisting of around 35 rooms and corridors. The graphically detailed scenery scrolls around at a speedy pace.

Your first job is to select one of the three keepers to control; each are blessed with their own characteristics but effectively operate as your three lives. As your chosen keeper comes out of suspended animation, there's a couple of minutes before the computer alerts you to oncoming aliens. So you've got a bit a time to do a few jobs. Building up your army of droids is a good thing to do; they're constructed in the Factory location. Where's that? Well, call up the map of the ship and you can see exactly where it is.

One brilliant thing about *Wreckers* is that you don't spend most of your time trudging around corridors. The Beacon's equipped with vertical and horizontal zipways, which are like elevators only a bit quicker and speed you between locations in a 'zip!'

The invaders are Plasmodians — small, gooey lumps of alien slime — but are better known as Wreckers, because they destroy anything they come in contact with. There are several ways to combat the Plassies. As they're approaching the beacon, you can enter one of four battlepods. This puts you at the controls of a massive Hoover-like contraption: as the Plassies come close, simply suck 'em up!

The next attack procedure is to blast them as they attempt to get through the Beacon's shell. Leaving via an airlock, you're fitted with a spacesuit and jet-pack, giving you the freedom to zoom about space and blast Plasmodians.

Back inside, the Plasmodians pose a real threat as they spit large gobs of killer slime at you; however, a quick taste of laser death puts paid to them.

If your character's energy is drained by Plasmodian attack return him to suspended animation or he'll end up as a human Plasmodian, looking like a walking jelly, and completely deadly. When one keeper has died you can simply select another and carry on.

Checking the map shows which areas of the Beacon are under attack. You can't be everywhere at once so it's time to put a few droids into action. Selecting one of the droid panels (from the bottom of the screen) brings up a map of the ship and droid information. Droids can be ordered to any location of the ship and should they discover any invaders they'll attack.

While all this invasion stuff is going on, keeping the Beacon functioning only adds to the panic. Four blub rooms must be kept operational, so the Beacon can continue broadcasting. The main computer gives the alert if one of the blub rooms is malfunctioning and when it does you've gotta run! To stabilise the blub, a waveform must be adjusted so it matches its partner.

The Plasmodians attack in waves and once one wave has been cleared you'll be promoted — just in time to cope with another wave!

Wreckers' gameplay is all about discovery. Which droids to use and how to use them, the best attack campaign to wage, and of course, learning all the uses for each computer and room. The depth of gameplay is immense. Just as you reckon you've cracked it, something else pops up to give you trouble. I reckon it's the level of interaction with the semi-intelligent droids that puts this above many other arcade adventures — sending them off, getting one to fix another... it really is good fun basking in command.

Like I said, *Wreckers* is skill and so it should be — it's been in development for two years! It's by Denton Designs, who also created Ocean's *Great Escape* and *Where Time Stood Still* — two utterly fab games. Imagine those only ten times better and you have a vague idea how skill *Wreckers* is (ie, it's very skill!).

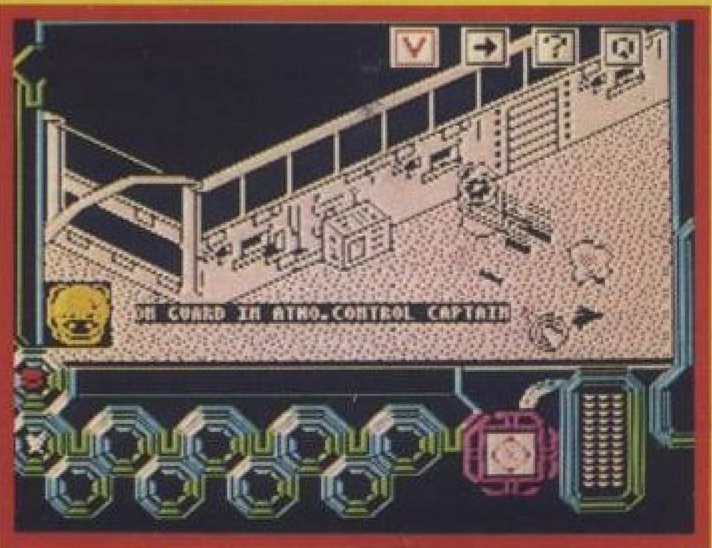
RICHARD 93%

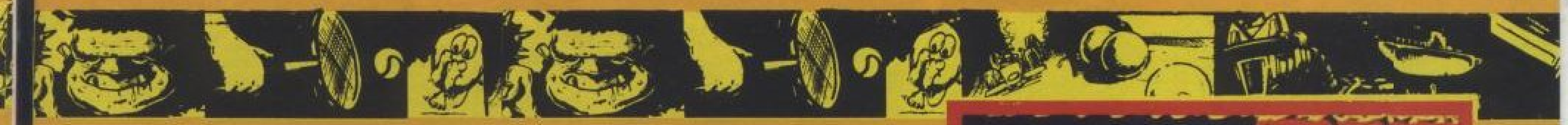
RATING

Intriguing arcade adventure with blasting overtones.

PRESENTATION	90%
GRAPHICS	94%
SOUND	90%
PLAYABILITY	92%
ADDICTIVITY	93%
OVERALL	**93%**

● The droids are continually defending the Beacon, and you can call up a view option just to make sure they're doing their job





SLIGHTLY MAGIC

Code Masters
■ £2.99 ■

Playing with spells can be tragic when you're only *Slightly Magic*. Help guide Slightly through this multi-screen cartoon adventure in his quest to rescue the fair princess from Sunburnt the dragon. Because our hero is not a fully fledged wizard, he needs your help in casting spells. These are dotted around the play area and the spells each need another object to make them work.

Code Masters are the experts at this style of game. *Slightly Magic* is very similar in idea and appearance to the *Dizzy* adventures, but what's wrong with that? Whereas the *Dizzy* games have many tough puzzles, this is much easier and should appeal to a younger audience (Erm, or those young at heart; I loved it! —Ed).

All the screens are packed with colour and plenty of animation and a jolly ditty plays throughout the game on 128K. The 48K version is a little less detailed but the game doesn't lose its charm. The movement of Slightly himself is a little sloppy. He can jump through many of the obstacles and being white there's colour clash whenever he goes near anything.

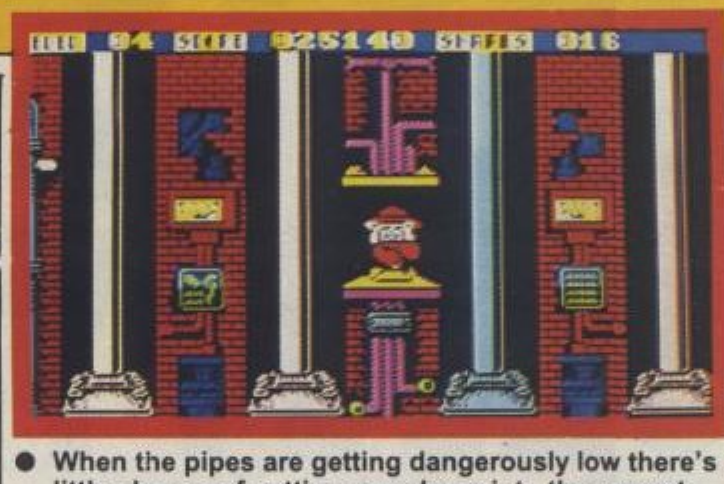
Slightly Magic is another great cartoon adventure from Code Masters. If, like me, you can't get enough of this type of game, you won't be satisfied until you have a copy.
NICK



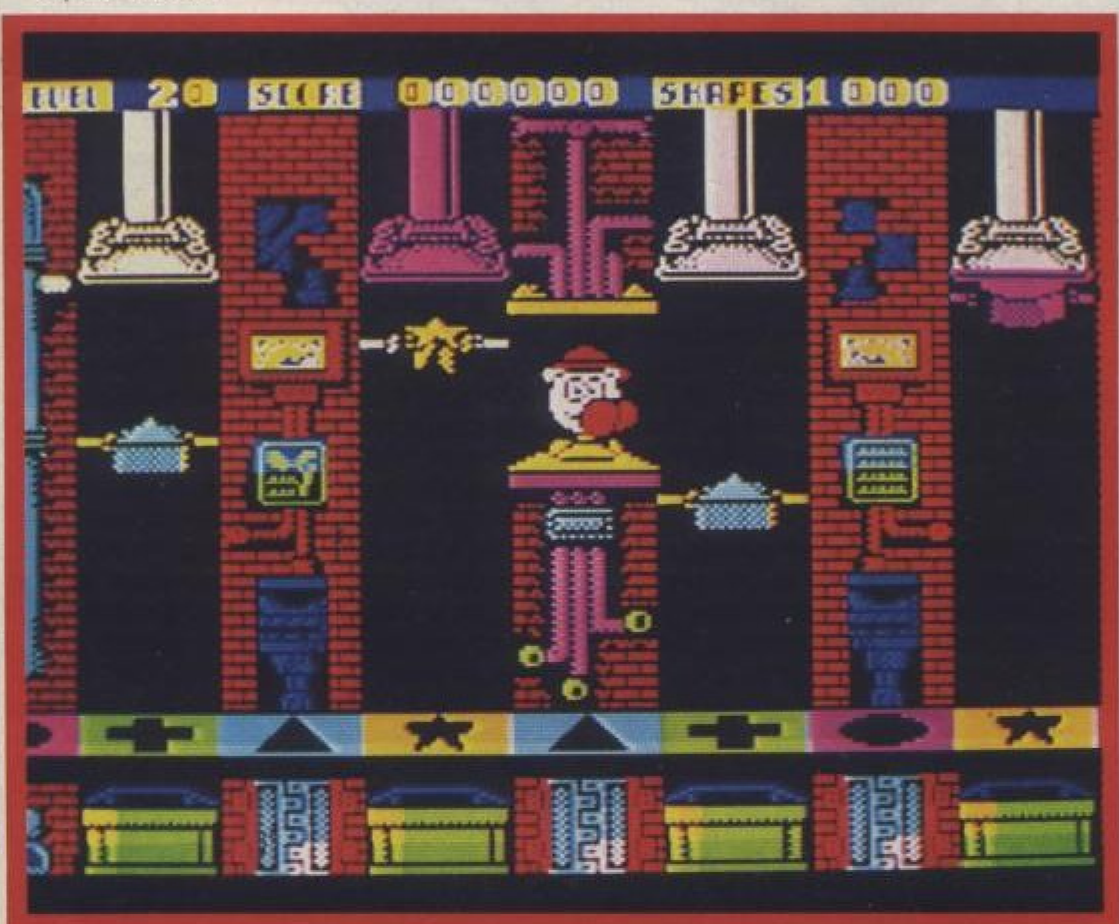
● Snort's thirsty and you can be sure his bucket of slop is in some far, out-of-reach place!

RATING
OVERALL 78%

PANIC DIZZY



● When the pipes are getting dangerously low there's little chance of getting any shape into the correct hole



● There's Dizzy in the middle, through him you control the scrolling belt at the bottom

Code Masters
■ £2.99 ■

Poor old Dizzy, he doesn't get much rest these days, does he? Especially now he's taken on a job at the toy factory, just around the corner from Magicland! The little egg has got to work pretty hard if he's to get the toys off on time.

Most factory jobs can get very boring but Dizzy won't be nodding off just yet. Using a little lever he has to control a conveyor belt with holes in it. Different shapes fall from the four pipes at the top of the screen and Diz has to guide them into the corresponding holes.

Sounds easy doesn't it? Well, it's not. The pipes gradually move down the screen and the shapes start falling faster and faster until you end up in a right PANIC! You can make the pipes move back up by being clever with your lever (that doesn't rhyme —Ed) and pocketing three shapes at once; if you're ultra skill you might get four shapes in at once and be rewarded with a toy!

Panic Dizzy has 20 levels of manic action for you to enjoy and any of them can be selected from the menu screen. Don't be tempted to jump in at the deep end and start at level 20, though, lots of practice is the only way to survive past the first three!

Panic Dizzy is another great Dizzy arcade game following in the footsteps of *Kwik Snax* and *Fast Food*; and it's great to see a really addictive puzzle game available for such a barg-price!
NICK

RATING
OVERALL 80%



A CRASH Smash

● It's pup to the rescue in Scrappy's own smashing platform game!

SCOOBY AND SCRAPPY DOO

Hi-Tec ■ £2.99 ■

Puh-puh-puppy power is the order of the day in this Hi-Tec game where you play the part of Scrappy Doo, searching for Uncle Scooby. As usual, Scooby's rumbling stomach has got him into trouble, so it's Scrappy Doo to the rescue through the four levels that make up the game.

You start in the Ghost Town and leap and jump your way across many platforms and battle through the many traps that litter your path. Plenty of nasty creatures stand between you and success, but you can hit your attackers; the longer the fire button is held down, the stronger the punch. Along the way there are bonus objects to collect, including invincibility, bonus points and extra lives.

There's plenty of fun to be had with *Scooby and Scrappy*. The character sprites, despite being monochrome, are really well drawn — Scrappy really does look as if he means business. The game is fairly tough to get into, but a bit of practice soon puts you on the right track. Addictive, entertaining with hassle-free gameplay, notch up another successful cartoon licence to Hi-Tec and a very playable game for you. Hurrah!
MARK

RATING

OVERALL 90%

SKULL AND CROSSBONES

Tengen/Domark ■ £9.99 ■ £14.99

Yo-ho-ho and a bottle of rum, me hearties! Once pirates were the scourge of the Spanish Maine so it was only a matter of time before their adventures popped up in a hacking-away coin-op, which now makes its appearance on the Speccy. We're talking serious swashbuckling here as you, with or without the aid of a pal, become either One Eye or Red Dog and search through eight levels for treasure, stolen by an evil sorcerer. Armed with trusty (and probably rusty) cutlasses, they fight the continuous stream of attacking pirates to regain their booty. Hah har!

The action is spread over eight levels, set aboard galleons, in Spanish castles, in caves and all sorts of locations where Errol Flynn would feel at home. The brightly coloured backdrops scroll from one combat location to another and once you're there you fight until all your attackers are disposed of. Along the way are lots of bonus items to collect, chests full of treasure, golden goblets, pieces of eight and 'X marks the spot' where buried treasure lies.

The more treasure collected, the stronger you become. And strength is needed because the opposition put up a stiff fight. A swift poke with your sword usually sends your attackers to the great pirate banquet in the sky — that is as long as they don't retaliate and knock a few points off your energy bar.

Food and drink is scattered around and consuming these pushes your energy meter up to an acceptable level, keeping your three lives intact for a while.

At the end of each level, one of the evil sorcerer's huge henchmen tries to hack you to bits, and having overcome him you still have to fight your treacherous crew for it! The sorcerer himself awaits your presence for a final battle at the end of level eight.

Eye strain is the first concern for anyone playing *Skull and Crossbones*: the small monochrome sprites are almost lost in the garishly coloured backdrops.

Right, the gameplay: what we're looking at here is really a standard beat-'em-up, much in the style of *Golden Axe* but with a pirate theme. It can be a case of 'seen it all before' if you're a beat-'em-up addict. All you have to do is walk along, wave your sword at the enemy forces and grab the loot. There isn't a great variety of combat moves; our pirate pals can only swipe with their swords.

Skull and Crossbones is a much better than Tengen's last game, *Stun Runner*, and although I've not seen the arcade game that *Skull and Crossbones* is taken from, it's a pretty entertainment romp!
MARK 70%

NICK *Skull and Crossbones* follows in the footsteps of the *Renegade* games. You go around the landscape swashing and buckling your enemies until they blow up and leave 10p pieces behind (strange!). The funny thing about it is you only have to battle it out against one enemy at a time and the main character only ever seems to face one direction. If you want to go right, for example, but you're facing left, you moonwalk along the screen! Leaving each section of the game is quite peculiar: you jump on a cross and your character flys over to the next stage (not a very piratey thing to do, is it?). *Skull and Crossbones*'s theme spices up the old beat-'em-up style but doesn't hold many surprises.
76%

● Ol' One Eye battles it out (and when he's killed the pirate he'll probably indulge in rumpo with the lassie relaxing on deck)

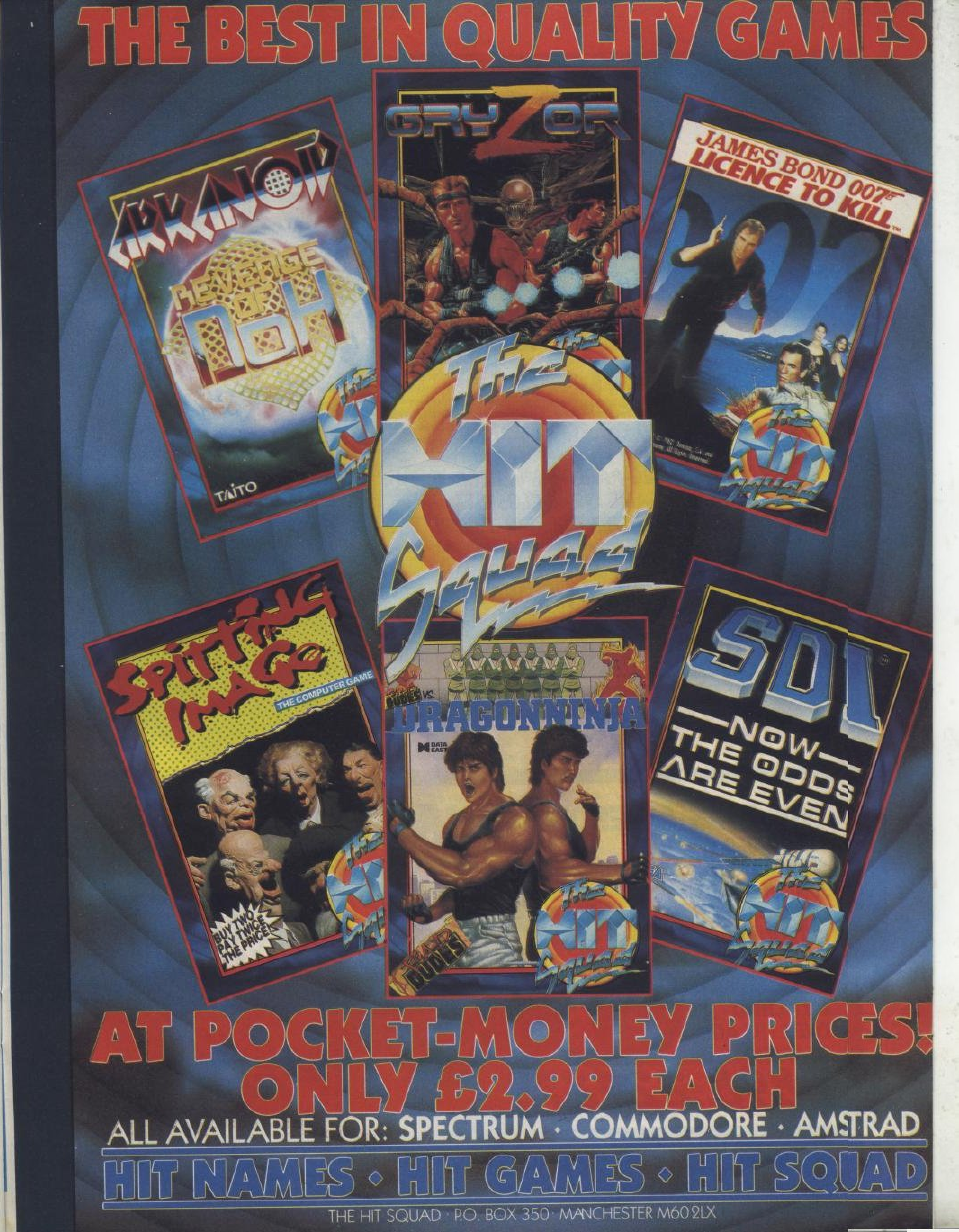
RATING

A good conversion of an obscure coin-op but doesn't progress beyond previous beat-'em-ups.

PRESENTATION	70%
GRAPHICS	68%
SOUND	65%
PLAYABILITY	69%
ADDICTIVITY	71%

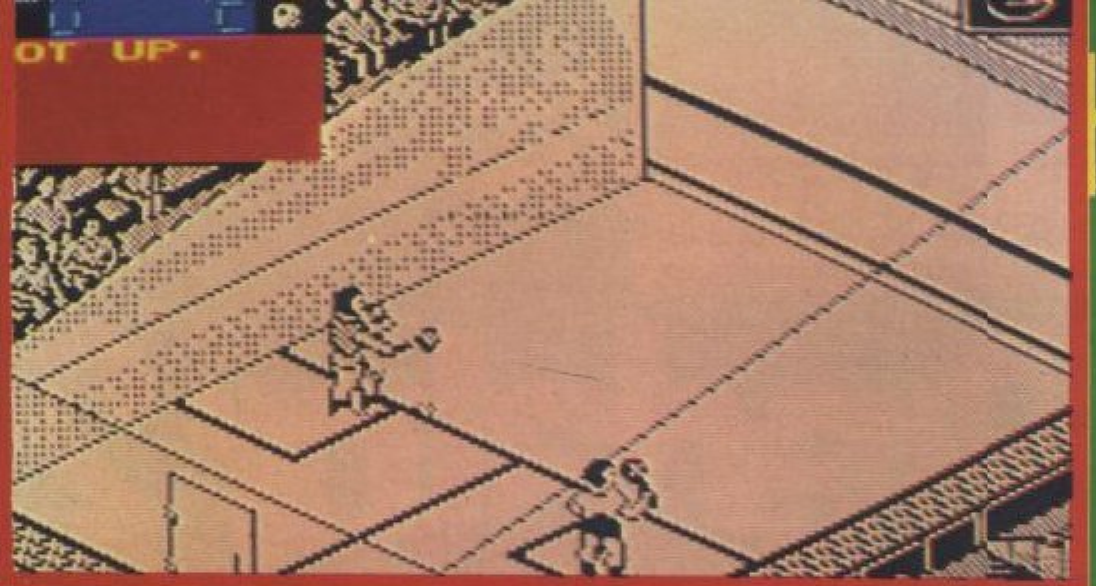
OVERALL 73%




THE BEST IN QUALITY GAMES
ARKANOID
REVENGE OF DOH
TAITO
GRYZOR
JAMES BOND 007
LICENCE TO KILL
The Hit Squad
SPITTING IMAGE
THE COMPUTER GAME
BUY TWO PAY TWICE THE PRICE!
BAD DUDES VS. DRAGONNINJA
DATA EAST
SDI
NOW THE ODDS ARE EVEN
AT POCKET-MONEY PRICES!
ONLY £2.99 EACH
ALL AVAILABLE FOR: SPECTRUM · COMMODORE · AMSTRAD
HIT NAMES · HIT GAMES · HIT SQUAD
THE HIT SQUAD · P.O. BOX 350 · MANCHESTER M60 2LX

REVIEWS

JAHANGIR KHAN'S WORLD CHAMPIONSHIP SQUASH



● Preparing to serve in another tough squash match

Krisalis ■ £9.99 ■ £14.99 ■ 128K only

Anyone who's played squash knows that it's one of the most dangerous sports in the world. The small, very hard ball hits the racquet (and invariably you) with the speed of a ricocheting bullet. But now you can participate in a one- or two-player game in the comfort of your own armchair with *Jahangir Khan's World Championship Squash*!

The game begins with a series of menu screens. Choices available include ball colour (blue, yellow or red for different standards of play), saving and loading games, practising and competing in either League or World Championship games.

The rules of the game are quite simple: the court is rectangular and divided into two halves, one for each player. There's a square shaped service box at the front of each half, from which the serving player whacks the ball against the opposite wall. This is marked about halfway up with a line called the Cut; to serve a successful shot the ball must hit the wall above the Cut and fall squarely in the opponent's half of the court. (Confused? I am.) The opponent, on the other hand, can let the ball hit any of the walls (and risk decapitation), but it can only hit the floor once.

Points are scored if your opponent fails to hit the speeding projectile. If the ball doesn't fall in your opponent's part of the court, they score (simple, eh?).

The game makes allowances for beginners with an option that gives normal or easy control — in normal, your joystick movements as you hit the ball determine its direction, whereas in easy all you do is hit fire, and the Speccy decides in what direction and with how much power the ball is returned.

Apart from *Jonah Barrington's Squash*, I haven't seen a Speccy squash simulation. Depending on the colour chosen (blue is bounciest), the ball spangs off the walls at suicidal speeds, and it takes many a game to be in the right place at the right time to hit the little thing. Character movement is sadly on the slow side but all is not gloom and doom — once mastered, *Jahangir Khan's World Squash* is a playable game.

MARK 70%

NICK Squash has never been a popular game for computer conversion, unlike tennis or football. So it's a novelty when a game like this comes along. The characters that represent each player are small but the game is detailed, with crowd scenes and excellent presentation, including some impressive full colour screens. Timing your swipes so that you actually hit the ball takes some practice but after a little while you can soon be banging away and beating the pants off your opponent. *Jahangir Khan World Championship Squash* makes a refreshing change from going down the courts and sweating buckets in a real game.

73%

RATING

A playable sports sim that improves with practice.

PRESENTATION	88%
GRAPHICS	75%
SOUND	60%
PLAYABILITY	70%
ADDICTIVITY	74%
OVERALL	**71%**

CHAMPIONSHIP RUN

Impulze ■ £10.99 ■ £15.99

Zooming around the world's most famous race tracks with some of the top drivers of Formula One is a daydream of many people. Now you can go one step further by taking a spin in *Championship Run*.

You start at the back of the pack and have to improve your position to progress in the Driver's Championship. The bends, hills, pits and hairpins of the top tracks have all been reproduced for you to get to grips with.

Your Formula One car is equipped with three gears and a display at the top of the screen provides all the information you could desire: your position, lap times, distance remaining to travel and qualifying rank.

I wouldn't describe the graphics in *Championship Run* as 'stunning', as the inlay does. I think 'can be a bit messy' is a much better way to put it. I must admit that the tracks and cars shoot by at a hell of a speed but there's minimal detail. Objects at the side of the road are expanded out of recognition as you approach them and going over hills is deadly; you have no idea what's coming up ahead.

What I always find extremely annoying about almost every race game on the Spectrum is that your opponents can drive 'through' you from behind. They race on as if nothing had happened and you're left picking up the pieces (sob!).

Championship Run doesn't offer anything new to the world of Speccy racing: no exciting features and the same tracks to race around as countless other driving games. Entertaining enough but it doesn't have the guts to make pole position.

NICK 56%

● Roaring up into eighth place, there's still a fair distance to go to get into pole position



MARK *Championship Run* is much like *Continental Circus*. The cars look the same, the track looks the same and your car even catches fire if you're hit too often. Only it's not quite as good as *Circus*. The car sprites are reasonably well drawn, but the tracks and background 'details' are simplistic. There are two things that annoy me immensely about this game. First is the difficulty in changing gears: many times after a smash up I found it very hard to change down from third to first. Secondly, the computer controlled cars are real pain to pass — you become more and more frustrated by them. As racing games go this is a bit of a non-starter, which is a shame because Impulze's last release, *Edd The Duck*, was so good.

55%

RATING

It's got the speed, but not the gameplay to match.

PRESENTATION	60%
GRAPHICS	44%
SOUND	34%
PLAYABILITY	58%
ADDICTIVITY	50%
OVERALL	**55%**



Predator 2

Imageworks ■ £10.99 ■ £14.99

He's back! The alien who would scare the willies out of anyone with a bit of sense has returned for a spot of man munching. Of course, it isn't the same Predator that big Arnie mashed in the original movie, but he/she/it is just as dangerous and twice as ugly.

The year is 1997 and the place is downtown Los Angeles. The city is in the grip of a heatwave and a massive drugs gang war is in full swing between the Jamaicans and Columbians (known as El Scorpios), and all this commotion is the attraction for the Predator. In the middle of these shenanigans is Lieutenant Mike Harrigan, a tough LA cop who's been thrown in at the deep end, and that, fun seekers, is you.

The game is split into four manic action levels where you have to battle your way through all the mobsters to face the walking nightmare one-on-one in the slaughterhouse. *Predator 2* starts with two cops being pinned down by heavy gunfire after stopping a van full of gunmen. Harrigan rushes to the rescue with his trusty .44 Smith & Wesson, and not surprisingly comes under fire himself.

The game is viewed *Operation Wolf*-style from behind a transparent Harrigan, and as the screen slowly scrolls along gunmen appear from the sides of the screen and let loose their ammo. Retaliate by moving the cursor across the screen and pressing that fire button when you're on target. A status panel, at the bottom of the screen, shows your police badge (energy), ammo, score and gun currently in use.

A handgun is your first weapon but there are other weapons to collect: grenades, a rocket launcher, assault shotguns and rifles. Ammunition for the handgun is unlimited, but other guns need topping up regularly. The first level ends when you fight your way through to a drug lord's HQ and arrest him for questioning.

Level two takes place inside the penthouse apartment of one of the biggest drug lords in LA. The Columbians and Jamaicans are still battling it out but the Predator has gatecrashed the party. Your job here is to get to Ramon Vega, a drug lord, before the alien horror does.

Level three moves down to the Los Angeles subway where the FBI are also chasing the Predator; it's killed two of your men and you want revenge. And you finally get it in level four when you save said FBI team from the Predator and have to face it alone in the slaughterhouse (brown trousers, ahoy!). Good luck, you're going to need it, sunshine.

Whilst I agree in principle with Nick's views on computer/film tie-ins, I personally found *Predator 2* very playable. It took me a good many games to get off the first level, mainly because the opponents are so vicious. Unless you can find a fast and powerful gun you're likely to find yourself up the creek without a paddle. I also like having to scrabble around after ammo; as with *Operation Wolf* this adds a lot of angst to the proceedings.

The graphics are monochrome and while the occasional baddie is hidden in the mass of action, the sprites are very well defined, especially the Predator in level three, who rips the head off the odd gunman as he passes by (Blurgh! —Ed). Okay, this may be mindless fire button-mangling violence, but I love it (and I bet you will, too!).

MARK 86%

NICK We all know the score when it comes to film tie-ins, don't we viewers? It doesn't matter what the game is like, it will sell on the success of the film. Which goes some way to explaining why *Predator 2* ranks pretty low in the playability stakes. All you have to do is shoot the baddies that pop up as the backgrounds scroll by, *Operation Wolf* style. From level to level, all that changes is the background — gameplay stays exactly the same. Visually the game is bland. Monochrome graphics have been used, making some of the enemies camouflaged, and the sprites aren't impressive. This, coupled with the continuous drone of gunfire, didn't encourage me to play for very long. In my opinion, *Predator 2* is another example of 'big name, no game' syndrome. If you're a fan of mindless shoot-'em-ups you may find this a worthwhile buy.

65%

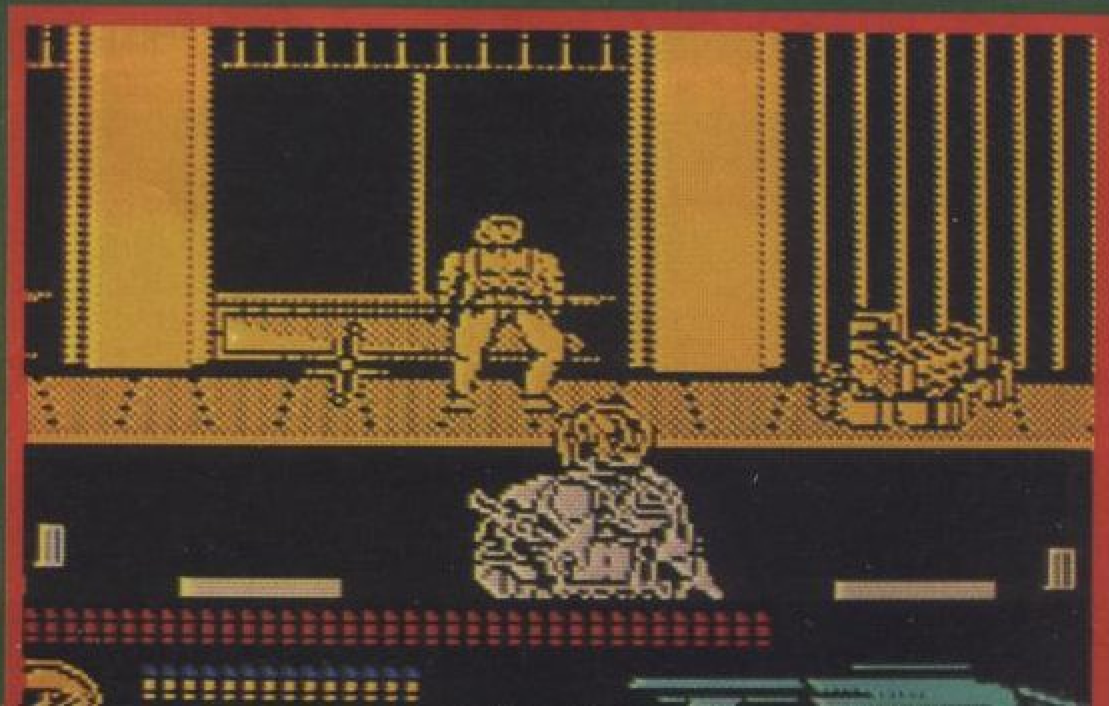
RATING

Blast-'em-up fans are well catered for in *Predator 2* — it's fast-paced action all the way.

PRESENTATION	75%
GRAPHICS	80%
SOUND	65%
PLAYABILITY	79%
ADDICTIVITY	77%

OVERALL 75%

● It's a one-on-one fight in *Predator 2* — thank goodness for a rucking great rifle and stacks of ammo, eh?



POPEYE 2



● Wake up, you spinach-eating barmpot!

Alternative Software ■ £2.99 ■

Olive Oyl has been captured once again by the evil Bluto, being the lovely young lady she is ('hem, 'hem). And you, as Popeye, have to rescue her.

All the popular characters from the Popeye cartoon are here: Swee' Pea, Wimpy, Eugene the Jeep and Goons. It's these characters that cause most of the problems — you have to watch out for Swee' Pea crawling along the iron girders, collect all the hamburgers for Wimpy and defuse the bombs you find on your travels. Spinach cans make the muscle-o-meter at the bottom of the screen expand, giving you extra power.

All the sprites and backgrounds are detailed but in glorious monochrome, unfortunately, which makes the game look bland. The gameplay is very simplistic. All you do is jump from platform to platform collecting things until you reach a nasty, then punch at him until he drops.

For a game that's aimed towards younger games players I think it's a little tough: I could just about manage to get halfway into the second level before running out of lives, and that was hard going (that's probably because you're rubbish, Nick —Ed).

NICK

RATING

OVERALL 60%

£350 of Spectrum +3 equipment only £199.

Includes computer, joystick, power supply unit, computer-to-TV lead, manual and free cassette lead







PLUS FIVE SUPER GAMES

Arcticfox, Pac-land, Pacmania, Scrambled Spirits and Thunderbirds* worth £69.95 (can be bought separately for £39.95 – saving of £30) and five blank disks, together with free hand-held arcade game.

*Even if stocks run out, we guarantee to make up the package with games of equal value.

PRINTERS/INTERFACES	
Citizen 120D+	£149.95
Panasonic KX P1081	£179.95
Star LC10 Colour	£229.00
+3/+2A Printer Lead	£11.95
Multiprint by RR	£43.95
ZX Paper Rolls 5	£14.95
Alphacom 32 Paper 5	£11.95

COMPUTER PACKAGE DEALS	
Coupe Disk Drive	£79.95
Sam Coupe Plus One Drive	£199.95
Spectrum Plus 3 Action Pack	£199.95
Spectrum Plus 2 Action Pack	£149.95
Spectrum Plus 2 James Bond 007 Action Pack	£159.95

JOYSTICKS & INTERFACES	
Kempston Joystick Interface	£8.95
Chèetah Starprobe	£12.50
Spec + 2 Joystick Adapter	£5.99
Competition 9000	£13.95
Konix Navigator	£14.50

GRAPHICS & SOUND	
Trojan Lightpen 48K	£22.95
Trojan + 2 Lightpen (State +2/+2A)	£22.95
Trojan + 3 Lightpen	£22.95
Cheetah Sound Sampler	£44.95
Ram Music Machine	£49.95
Advanced Art Studio (128)	£24.95
Art Studio	£14.95
Datel Genius Mouse and Art Studio	£49.95

PROTECTIVE COVERS
(All covers stocked)

All Hisoft and Tasman Range Stocked. Call us for latest prices.

EDUCATION	
Educational 5 Pack for 3-9 year olds by Spinnaker RRP £49.95	£9.95



COMPETITION PRO 9000
£13.95

FLASH FIRE
£7.95





CF2(x10) DISKS
£22.95

GENIUS MOUSE WITH ART SOFTWARE
£49.95



STOP PRESS: Specdrum Digital Drum System for Spec 48 Usually £29.95 NOW £12.50

MONITORS/TV	
Philips CM8833	£249.95
+3, +2 or +2A Scart Monitor Lead	£11.95
TV/Computer Lead	£2.50

DISC DRIVES & ACCESSORIES	
64K Wafas 2	£9.99
Plus D Disc Drive Interface	£69.95
Plus D+3½" Drive	£179.95
3" Disc Cleaner	£9.95
3½" Disc Cleaner	£9.95
3"/3½" (60/80) Lockable Disc Box	£9.95
Microdrive Extension Cable	£9.95
10-CF2 3" Maxell Discs	£22.95
TDK 3½" DSDD (10)	£14.99
Microdrive Cartridge	£3.99
25 DSDD 3½" Bulk Kao Disks	£22.95
3" CF2 Maxell Bulk	20 for £39.90

SPARES & REPAIRS	
Spec 48 Power Supply	£13.95
128K +2 PSU (+2 or +2A)	£24.95
Spectrum +3 Power Supply	£24.95
Spec + Membrane	£11.95
ZX Membrane	£7.95

DATA RECORDERS & ACCESSORIES	
Datacoder with +3 or 48/128 Lead	£24.95
Spec +3 Cassette Lead	£3.99
48/128 Cassette Lead	£2.99
Head Alignment Kit (Spec)	£9.95

BACK-UP DEVICES	
Multiface 1"	£39.95
Multiface 48/128	£44.95
Multiface 3 Thru-Port	£49.95

RING 051-630 3013

TO ORDER (Free catalogue with first order) or send £1.50 for catalogue (refunded with first order). Answerphone 6.00 p.m.-9.00 a.m. (Satellite Catalogue Available) Full 12 months guarantee.

CHEQUE GUARANTEE NUMBER MUST BE WRITTEN ON THE BACK OF ALL CHEQUES TO AVOID DELAY

OVERSEAS CUSTOMERS NOTE: Postgiro International accepted. NOT Postbank Postcheque. Books not taxable – Europe add £5. Non Europe add £10. We reserve the right to charge carriage at cost.

UK POSTAGE AND PACKING: Items under £50 add £2. Items under £100 add £5. Items over £100 add £10 for Group 4 Courier ensuring delivery the day after the despatch. Overseas customers (Europe); Full price shown will normally cover carriage and free tax. Non Europe add 5% to total.

MICROSNIPS

Making technology work for you!

37 SEAVIEW ROAD, WALLASEY, MERSEYSIDE L45 4QN 051-630 3013 051-630 5396 051-691 2008 FAX 051-639 2714

Rad Road

crash COMP win! win!



★ **WIN A RADIO CONTROLLED TOYOTA CELICA RALLY CAR!**

★ **WIN A COPY OF THE SIZZLING NEW GAME!**

● **Grab your helmet, gloves and Thermos flask and set off on the ride of your life — driving a Toyota rally car! *Toyota Celica GT Rally* (to give it its full name) from** Gremlin **is one of the most realistic rallying simulations on the Spectrum and was given a stonking 84% last issue. Each stage of the rally is packed full of hills, bends, rocks and other treacherous obstacles. Only the most experienced (or jammy) drivers will make it through to the end in one piece. Now you can join in the fun by entering this competition! Yippee!**

You can take to the roads in style (or your back garden) if you win first prize because we've got a great remote-controlled car up for grabs! It's a Toyota Ce lica Gr B Rally Special, finished in cool white with red trim. The kit comes complete with the radio control unit and in total has a value of around £200! Crikey! It's just the sort of thing you need for scaring the life out of next door's cat!

SIGN OF THE TIMES

All we want you to do is come up with a totally original road sign. None of the normal boring stuff like '30 mph' or 'Road narrowing ahead', we want something to confuse Corky when he's playing the game. For example, you could have 'Danger: Hedgehogs stilt-walking', 'Black hole in the road!' **or** 'Editor eating jelly up ahead!'. **The best and most original entry will receive the remote-controlled Toyota car. The next ten best will each get a copy of** Gremlin**'s other brill driving game, the CRASH Smashed *Lotus Turbo Esprit Challenge*!**

Send your beautifully drawn entry to our panel of expert driving instructors at: NEWSFIELD, RAUNCHY RALLYING COMPO, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. **To reach us before May 23, or we'll have to invent a 'Useless reader who didn't get his compo entry to us in time hacked to small pieces on the road' road sign! Ta-rah, chucks!**

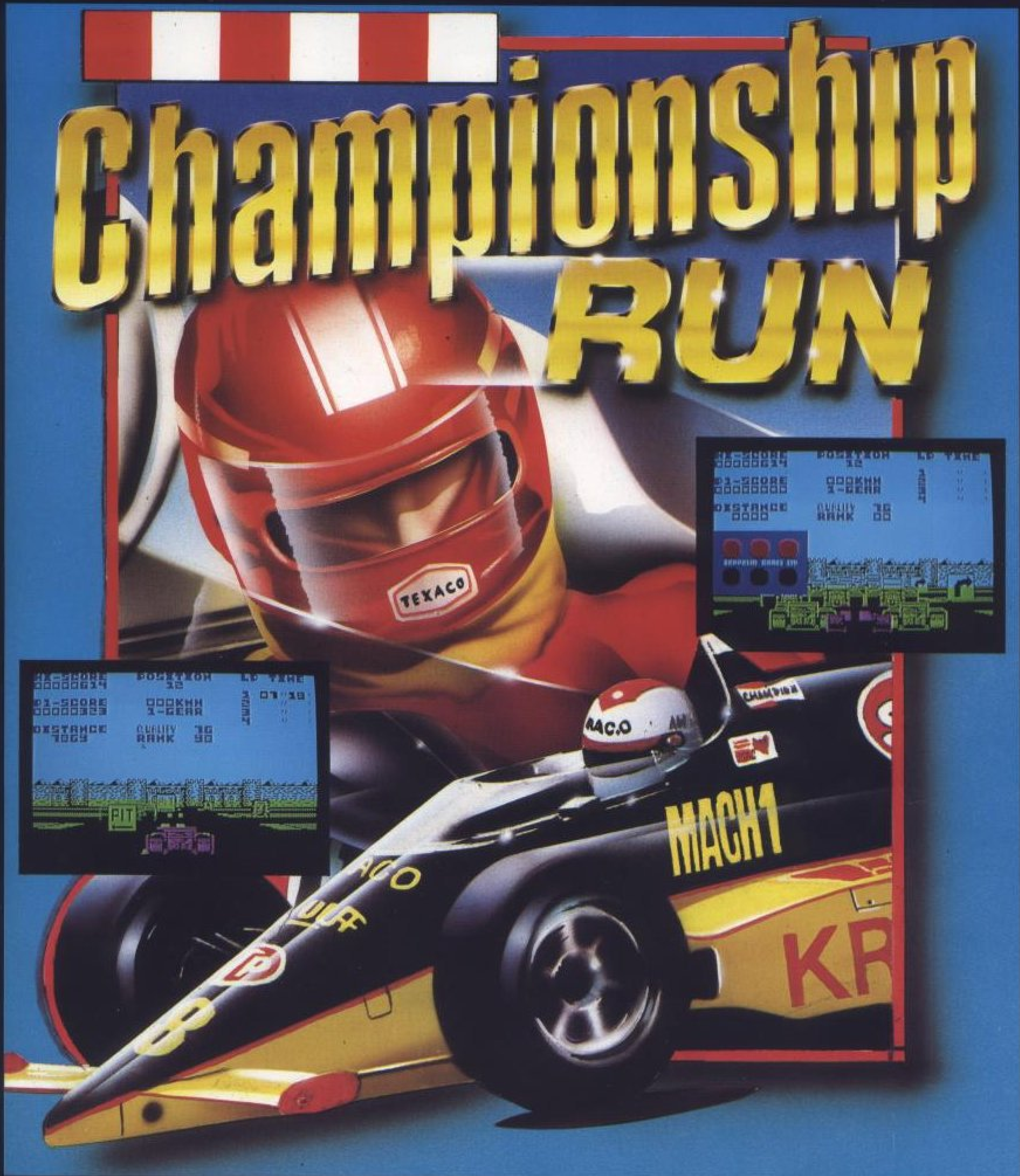


NEXT MONTH

JUNE'S ABOUT TO COME BURSTING OUT ALL OVER
(Let's hope Terry doesn't mind because...)
ON MAY 23 THE JUBILANT JUNE ISSUE OF CRASH HITS THE STREETS WITH:

ANOTHER DOUBLE-TROUBLE POWERTAPE BONANZA!
Yes, we're going potty again with TWO POWERTAPES stuck to the cover bringing you the very, very, very best in Speccy gaming! TAPE ONE is a mega-pack of red-hot Speccy games that are recognised as classics! And on TAPE TWO a special compilation of full games from one of Britain's most successful software houses! You can't afford to miss this jamboree of Speccy thrills!

PLUS: Reviews of the latest games coming into the Speccy world! Megariffic previews of some of the hotshots to come! And then there's the top prize compos, a ton-load of playing tips and all the rest of the usual stuff that's makes CRASH the whammiest Spec mag around! Queues outside the newsagent on May 23 and, in the meantime, don't have a heifer!! (Erm, that's 'cow', actually. Don't have a cow... —Ed).



Ever wanted to line up on the starting grid with the World's Formula One Pros ? Well, now you can in the most sophisticated racing game ever seen on the Spectrum. Stunning large graphics portray the action as you jostle for position against the other cars, with only one thought on your mind Pole Position.

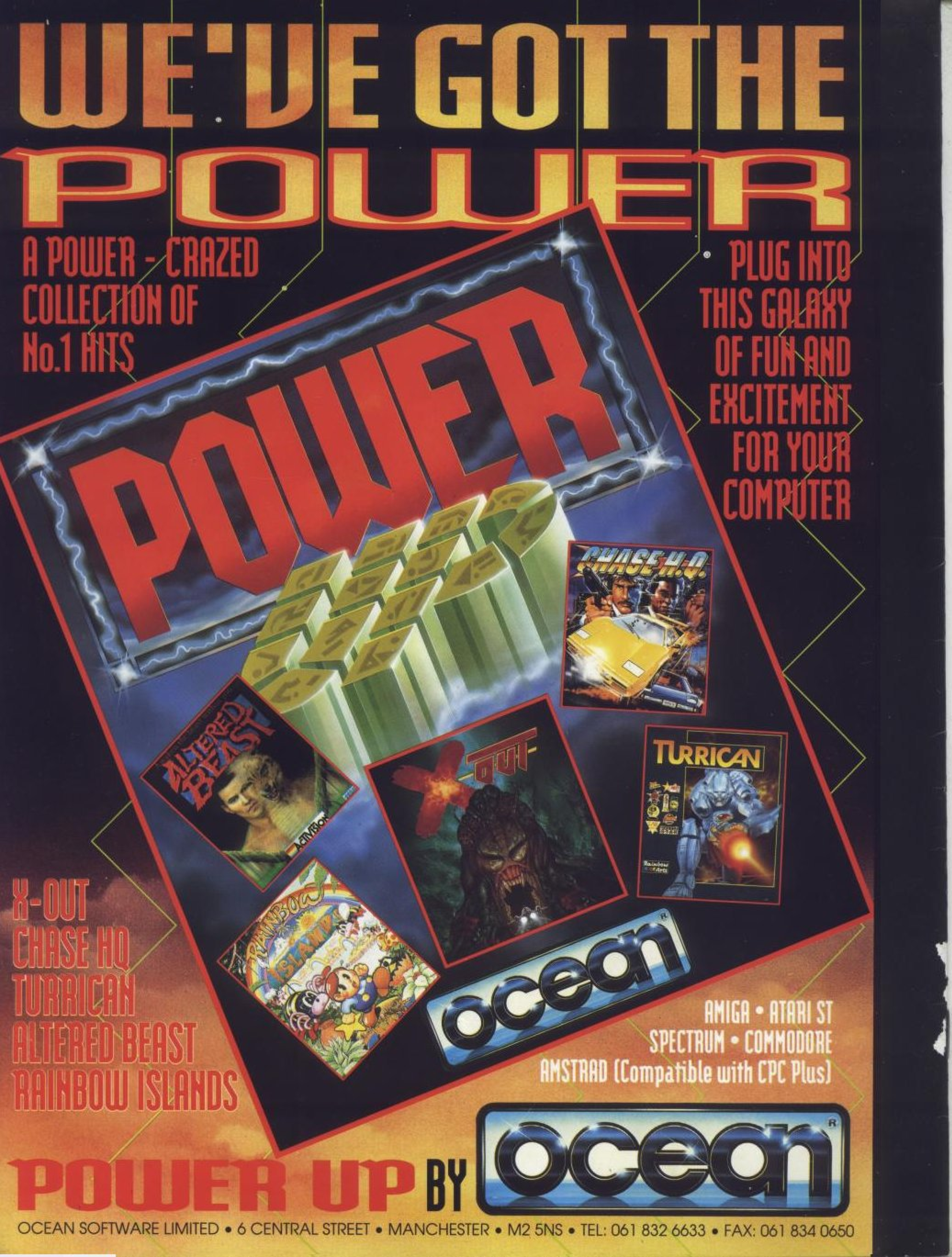
Each one of the World's top racetracks has been painstakingly reproduced to bring you the ultimate in speed, accuracy and playability.

Available:-

Spectrum 48/128	£10.99
Spectrum +3	£15.99

CHAMPIONSHIP RUN -
All that's missing is the bubbly !

IMPULZE


WE'VE GOT THE
POWER
A POWER - CRAZED COLLECTION OF No.1 HITS
PLUG INTO THIS GALAXY OF FUN AND EXCITEMENT FOR YOUR COMPUTER
POWER
CHASE H.Q.
ALTERED BEAST
ACTIVISION
X-OUT
TURRICAN
Rainbow Arts
RAINBOW ISLANDS
ocean
X-OUT
CHASE HQ
TURRICAN
ALTERED BEAST
RAINBOW ISLANDS
AMIGA • ATARI ST
SPECTRUM • COMMODORE
AMSTRAD (Compatible with CPC Plus)
POWER UP BY ocean
OCEAN SOFTWARE LIMITED • 6 CENTRAL STREET • MANCHESTER • M2 5NS • TEL: 061 832 6633 • FAX: 061 834 0650